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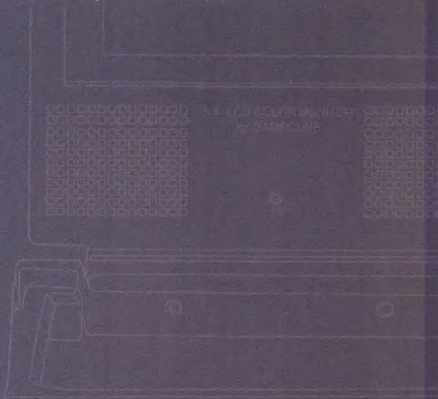


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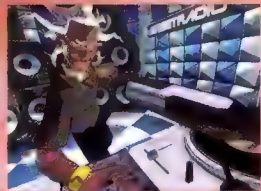
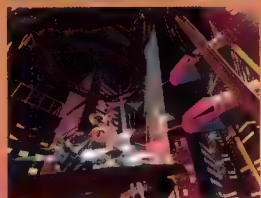
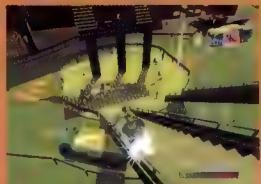
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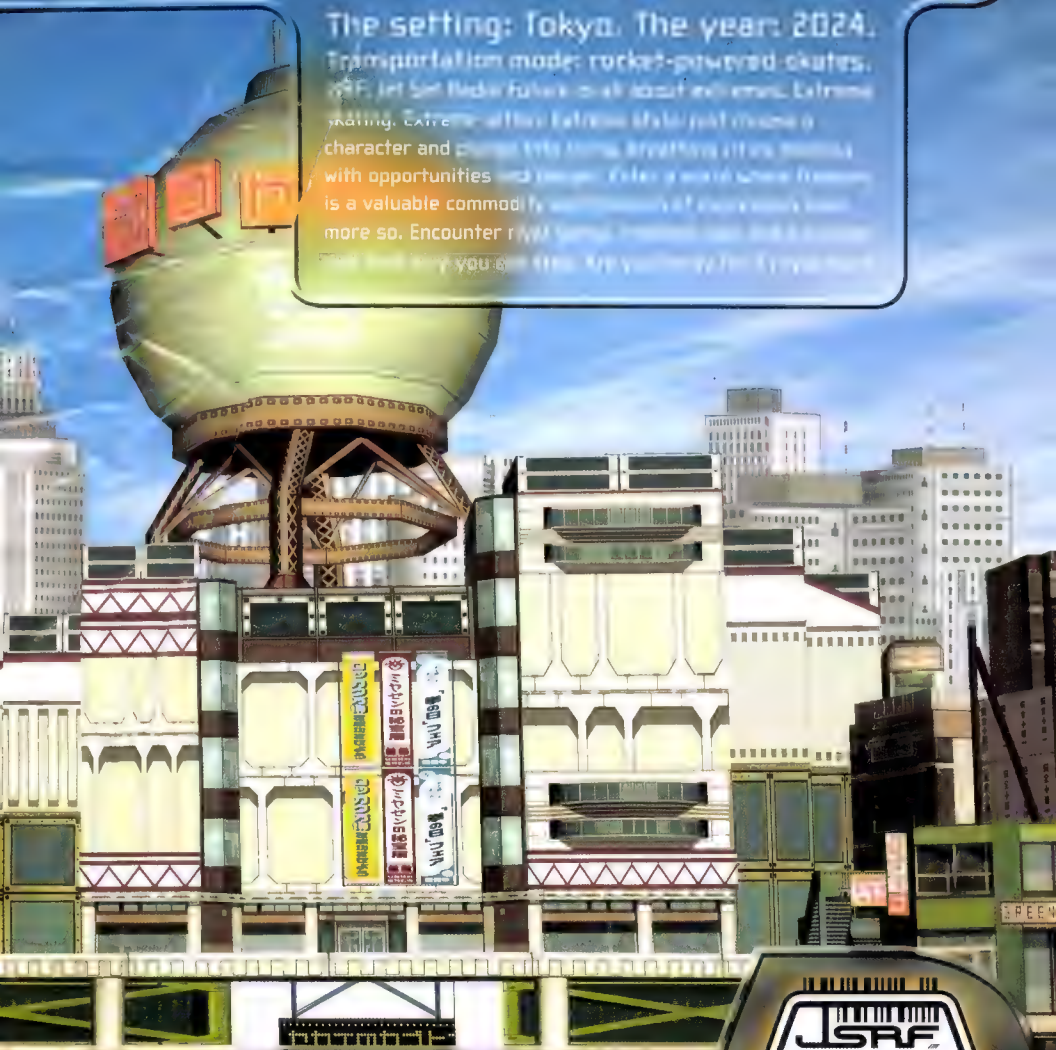


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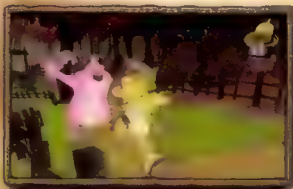
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A New Hero.

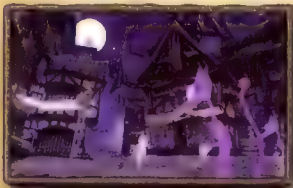
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HERDY GERDY

February 2002

FEATURES

40 The Neverending Story

Your Fantasy finally becomes real! FFX arrives as the first Final Fantasy game truly conceived with the PS2 in mind.



42 The Editors' Choice Awards: Two Thousand and Won

The GamePro editors tell all as they reveal their favorite games of the year from top-selling hits to guilty pleasures.



44 GamePro's 11th Annual Readers' Choice Awards

Okay, now that the GamePro editors have put their reputations on the line, let's see what you all have to say for yourselves! Make your picks for the best games of 2001, and you might win an Xbox, a GameCube, or a PS2.

PROSTRATEGY SECTION

PROSTRATEGY GUIDE

118 Final Fantasy X (PS2)



If you and Tidus are ever going to make it through this futuristic Fantasy, you're going to need help. This Role-Player's Realm ProStrategy Guide leads you through the Cloister of Trials challenges and shows you how to get powerful weapons, extra aeos, and more.

128 Halo (Xbox)



Aliens are busting out all over in Halo. Here are some tactics to stem the tide as well as some advice on the deadliest areas.

CODE VAULT

132

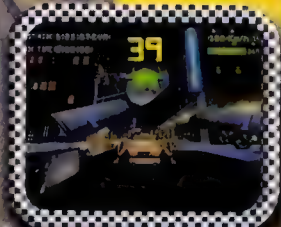
Use these codes to unlock the secrets in Tony Hawk's Pro Skater 3 (PS2), Grand Theft Auto III (PS2), Doom (Game Boy Advance), Batman Vengeance (PS2), Spider-Man 2 Enter: Electro (PlayStation), and more!

Cover art courtesy of Square Co. Ltd.

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SNEAK PREVIEWS & PROREVIEWS

58 Sneak Previews

Need for Speed: Hot Pursuit 2 (PS2), FreeStyle (PS2), Legacy of Kain: Blood Omen II (PS2), Blood Wake (Xbox), Genma Onimusha (Xbox), Sonic Adventure 2 Battle (GameCube), Circus Maximus (Xbox), and more!

70 PlayStation 2 ProReviews

80 GameCube ProReviews

86 Xbox ProReviews

94 PlayStation ProReviews



PC GAMEPRO

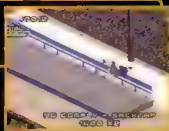
46 Military might looks right in Medal of Honor: Allied Assault. Return to Castle Wolfenstein, Motor City Online, Aliens Versus Predator 2, and Tom Clancy's Ghost Recon also make their presence felt for the PC.



Medal of Honor! Page 46.

GAME BOY ADVANCES

50 Tony Hawk's Pro Skater 3 and Tekken Advance are coming to the GBA...amazing! In the mean time, Golden Sun, Wario Land 4, and Dark Arena will keep you busy.



Tony Hawk's Pro Skater 3! Page 52.

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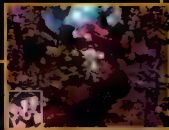
98 High Heat MLB 2003 (PS2) turns up the heat this baseball season. NCAA March Madness 2002 (PS2), NFL 2K2 (Xbox, PS2), and NBA Live 2002 (Xbox) should ensure a well-rounded sports library.



High Heat MLB 2003! Page 98.

ROLE-PLAYER'S REALM

112 PS2 RPGs are out in force with Jade Cocoon 2, Wizardry: Tale of the Forsaken Land, Forever Kingdom, and Shadow Hearts. The Final Fantasy X ProStrategy Guide caps it off.



Jade Cocoon 2! Page 112.

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Games

Go to GamePro.com for reviews and previews on all the hottest games for the PlayStation 2, Xbox, GameCube, PS, and more. Email: games@gamepro.com. For more coverage, visit www.gamepro.com.

This Month

- Final Fantasy X (PS2)
- Onimusha 2 (PS2)
- Jet Set Radio Future (Xbox)
- Resident Evil (GameCube)

Entertainment

Check out the entertainment channel for reviews of books, movies, TV shows, and more. Email: entertainment@gamepro.com. For more coverage, visit www.gamepro.com.

This Month

- Movies—Jackie Chan's The Accidental Spy
- Movies—Breakfast at Tiffany's
- Movies—Impassioned
- Anime—Now and Then, Here and There: Discovers

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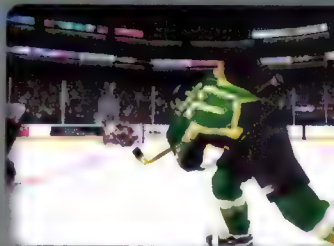
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Dreamcast

NHL 2K2



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Editor's Letter

New Year, New Games

Sure, Final Fantasy X is going to jumpstart the PlayStation 2 action for 2002, but before the GamePro's officially bid sayonara to 2001, we have a last bit of business for you to take care of. It's time to cast your votes for the best games of 2001 in GamePro's 11th Annual Readers' Choice Awards!

With the launches of the Xbox and the GameCube a done deal, you have plenty of tough choices ahead of you. Check the ProReviews this issue for some potential picks for last year. Grand Theft Auto III and Jak and Daxter: The Precursor Legacy are here for the PS2. For the GameCube, Pikmin and Tony Hawk's Pro Skater 3 represent. From the Xbox camp, consider Amped: Freestyle Snowboarding and Test Drive Off-Road: Wide Open. And for a little added Xbox love, dive into the ProStrategy Guide for Halo.

And don't forget those worthy games that appeared earlier in 2001. To help grease your brain cells, the GamePro editors cast their lots for their favorite games in the Editors' Choice Awards special feature. Did we forget about Conker's Bad Fur Day for the N64? Are Metal Gear Solid 2: Sons of Liberty and Gran Turismo 3 A-Spec PS2 slam dunks? Was Dead or Alive 3 deemed worthy for the Xbox? Did Super Monkey Ball make the GameCube cut? Did anyone vote for Dance Dance Revolution? Find out on page 42.

A great year for video games is just beginning, so get back to playing Final Fantasy X and prepare your vote for 2002!

The GamePro
San Francisco, CA
letters@gamepro.com



HEAD2HEAD

Damn True Indeed?

I have a problem with your console comparison chart [see "Console Clairvoyance," November 2001]. Please tell me you made a mistake. How in the world can the PS2 process 66 million polygons a second above the GameCube's 202.5 MHz GPU, which you say can process only 6 to 12 million polygons? The PS2's GPU is only 150 MHz. I don't believe it! How can the PS2 process 66 million polygons and the GameCube only 6 to 12 million? You didn't specify the difference between "raw" and "with game effects on!" If you want readers to know, you're going to have to make yourself more understandable when you talk the "technical talk." Also, you say Nintendo is a kiddie-type company. Please remember that kids do play games and that it is great for a company to express its focus on kids whereas other companies create only Teen- and Mature-rated games. Nothing I've seen for the Xbox or the PS2 looks entertaining to me, with all of that "gore-dark-graphics-blood-gore-guts" featured in what some say is for "older" gamers. The GameCube has it all and that, my friends, is true—it's damn true indeed!

► Jimmie Lee Wright—Statesboro, GA

Someone better come off their high fanboy horse for a minute and pay attention. What you failed to understand—whether by accident or out of sheer willful ignorance—is that the 6 to 12 million polys that the GameCube can generate is "in-game"—meaning with textures, lighting effects, and all the stuff you would find in an actual, final, playable game. Both Sony and Microsoft offer "raw" numbers without any of those effects—just the computer spitting out triangles. Unfortunately, Nintendo would not offer the GameCube's raw numbers, and Microsoft and Sony were not prepared to offer in-game numbers, so we had to take the stats we could get and note the fairly obvious difference—a difference you clearly didn't grasp. As for the clock speeds, that's not related to how many polygons the systems can generate, just how fast they can generate them. Also, we didn't say Nintendo was a kiddie-type company—we said that, fairly or unfairly, its colorful products have gained the company that reputation, but we didn't say we agreed with it. And we're definitely at odds with your "gore" statement: Fuzion Frenzy, Crash Bandicoot, Munch's Oddysee, all those sports titles... there are plenty of PS2 and Xbox games without "gore-dark-graphics-blood-gore-guts." You're just seeing what you want to see.

Energized

I know cartridges use an internal battery to save your games, but do games for the Game Boy Advance use batteries, too? Will the battery ever run dry, and will all your data then be gone?

► Shawn L.D.—Via Internet

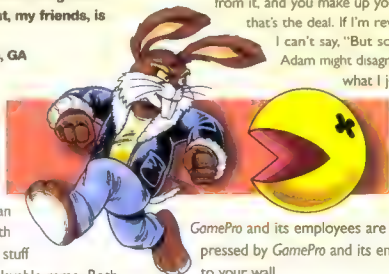
Yep. Usually, cart batteries are lithium, so they last a good long time—like five years, maybe more. Most consoles stick around for only about five years anyway before something new and shiny comes along (the Game Boy, as usual, is the exception), but some cartridge batteries have been known to last well beyond that time frame. Some battery-backed Genesis and SNES carts are still alive and kicking.

Pac Feedback

I read Bad Hare's review of Pac-Man Collection for the Game Boy Advance on your Web site. PacMania was the best game in the entire Pac-Man series in my opinion—point being "my opinion!" I sure wish you guys in the gaming media would stress the fact that personal opinions are what your reviews are based on a little more often.

► Adam Lucius—Via Internet

The furry fury that is Bad Hare responds: What else would a review be if not an opinion? Law! Religious doctrine? You read a review, you take what you can use from it, and you make up your own mind—that's the deal. If I'm reviewing the game, I can't say, "But some guy named Adam might disagree, so never mind what I just said." But just to make it official, here's a disclaimer for the future: "All the opinions expressed by GamePro and its employees are the opinions expressed by GamePro and its employees." Tape it to your wall.



There Has Been Only One

Are there any games coming out based on *The Matrix* or *Crouching Tiger, Hidden Dragon*? Also, why weren't there any games based on the *Highlander* movies and TV series? That would seem like a natural.

► James Reyes—Chicago, IL

Lucky for you, there are indeed games for *The Matrix* (Shiny/Interplay) and *Crouching Tiger* (Ubi Soft) in development; if we're lucky, we'll see something running at E3 this year, but don't expect them to come out before next holiday season. As for *Highlander*, there was one game, but we're not surprised you missed it—if you scour the bargain bins for Jaguar CD software, you might find it. It was an RPG based on the animated *Highlander* series





the troublemaker

He likes it sour. *Run in your eye, sour.*
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and *THEN*, all of a sudden,
he goes. **SWEET ON YOU.**

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(you play as wee Quentin MacLeod), but beggars can't be choosers. Dan Elektro is constantly whining that he wants a weapon-based fighter à la Soul Calibur for the movie franchise. Here's hoping someone makes it so he'll shut up.

Squirtle Advance

I'm a very big Pokémon fan, and I just bought a Game Boy Advance. But the latest game, Pokémon Crystal, hasn't changed from all the other Pokémon games. I'm kind of disappointed on that, since this handheld has so much processing power. Do you know anything about a GBA Pokémon title?

► Danny Carlson—Centerville, IL



Well, you do realize that Crystal is for the Game Boy Color and is merely compatible with the GBA, right? But yeah, a lot of

Pokéfans were disappointed to see no Pokémon game at the GBA launch, especially since the little critters really helped bring the Game Boy back to the forefront. However, as is usually the case with Nintendo, the company hasn't said squat about a GBA Pokémon title. If one's in the works, nobody's talking yet—but common sense says there's gotta be a GBA game in development. If you were Nintendo, what would you do?

Dishonor?

From what I understand, Medal of Honor: Allied Assault (with the great D-day landing) will be released on the Xbox, not the PlayStation 2. Medal of Honor Frontline will be released instead. This is very disappointing, and I feel it's a big mistake. Millions of copies would be sold on the PS2. Myself and millions of others plan to purchase or already own a PS2, but I feel the Xbox is too

much of a risk because of the reported delays and they have no experience with hardware of any kind—plus, with the current economic situation, I'd rather pay for something that is established a year like the PS2. With the high cost of games, I would rather purchase the PS2 version of Max Payne instead of Medal of Honor Frontline—not having the D-day landing in the next Medal of Honor for the PS2 is that huge of a disappointment. Please advise if Medal of Honor: Allied Assault will be released on the PS2. Have I heard wrong?

► Michael DeMartino—Via Internet

You're not wrong, but Xbox owners won't be any happier any time soon: Allied Assault is PC only, and the Xbox version has been "indefinitely postponed." A little backstory: Allied Assault was created by a different development team than that of the first two MOHs, and they wanted to soup up the graphics. At the time that decision was made, only the PC could handle what they were planning. Frontline is PS2 only; it already looks sharp, and it does have a D-day beach level, so that's some consolation—but you'll need access to a PC to be able to play the whole MOH series. If you don't have access, take further comfort that Allied Assault is a side story, not an essential chapter. If it helps, we're not thrilled that EA is sending a franchise skipping across hardware platforms like this either. Let's hope they don't lose fans because of it.



Illustrations: Francis Mao

Got a strange urge to communicate with the GamePro editors? E-mail them at "editor's name" a gamepro.com!

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miss_spell
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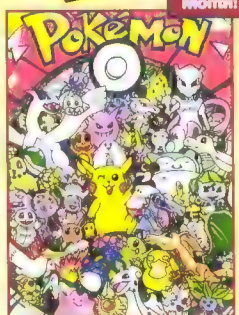
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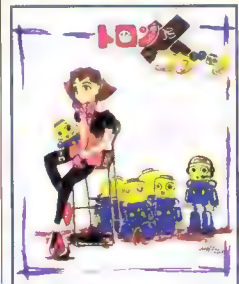
Pick of the Month!



Anonymous



Tran Nguyen—Hephzibah, GA



Chingyi Liu—Garden Grove, CA

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BY THE WATCH DOG



The Watch Dog, dauntless as ever, tackles problems with Namco's Guncon 2, EA's Majestic, and NTSC vs. PAL while everybody else is off having fun with their sweetheart on Valentine's Day. That's okay, though, because this Valentine's Day the Watch Dog's got a hot date with Major Mike's leg (hubba hubba).

Q I bought Time Crisis 2 with the Guncon 2, but when I start playing the gun only shoots when it feels like it. I have already exchanged it twice and have checked to make sure it is connected properly. Any suggestions?

ARI HERNANDEZ—HIALEAH, FL

A Since you said you've returned it twice, it is unlikely that the Guncon 2 or its lens are damaged. That said, the problem could be due to a couple of other reasons. The first thing to check is your connection. Is the Guncon 2's External Cable (where the PS2 A/V cable is connected) plugged directly into your TV, or are you running it through a multiple A/V switcher or VCR? The latter could be a problem, because when we ran the External Cable through a switcher, the Guncon 2 would not calibrate correctly and thus was inaccurate. However, when we plugged it directly into the TV, it worked fine. Another problem could be your TV, as the Guncon 2 has compatibility issues with certain TV sets. TV models that are completely incompatible with the Guncon 2 include (but may not be limited to) the Mitsubishi WD-65000; Sony KV36XB400, KV36H520, and KV32XB450; Philips 60PP9401; and Loewe CAL2323MB. Some TVs—such as the Mitsubishi WS65857 and WS65907; RCA P61310 and HD65w20; and Toshiba 61HX70 and 55HX70—require that the user be at an even level with the TV to work. Other TVs with compatibility issues include the Sony KP57XBRI0N (the Guncon 2 will shoot inaccurately and slowly), Philips 30PN9817/17 (with Progressive turned Off, the Guncon 2 will not work), and Philips 34PW9846 (you cannot shoot the corners). If you are not using one of these TVs and you are connected directly to your TV, you should contact Namco Customer Service at:

Namco Hometek Inc.
2055 Junction Avenue
San Jose, CA 95131



Q I am playing Majestic, and I've been having problems watching the videos. Sometimes the footage gets choppy, if not disconnected, and other times I cannot watch the videos at all. What do I do?

BRAD TARKAY—VIA INTERNET

A According to EA's Web site: "There should be text near the video feed that says 'Problems with Video?' To Refresh try clicking here." If this doesn't solve the problem, follow the (following) steps. Make sure the 'Use optimized video display' check box is UNCHECKED. This can be found by starting RealPlayer and clicking on 'View,' 'Preferences,' and then 'Performance.' Be sure the two check boxes in 'Sound card compatibility' are UNCHECKED. This can be found by starting RealPlayer and clicking on 'View,' 'Preferences,' 'Performance,' and clicking on 'Settings' next to the sound card compatibility section. Make sure the 'Buffer at least' radio box is checked and set to '0' seconds. This can be found by starting

RealPlayer and clicking on 'View,' 'Preferences,' and then 'Connection.' Make sure to use the following settings for Network Transport: 'Use specified transports' should be active, and set the RTSP and PNA Settings to 'HTTP only.' This can be found by starting RealPlayer and clicking on 'View,' 'Preferences,' then 'Transport.' If your video or music is getting disconnected, is stuttering, or is buffering, you may have a problem with your Internet connection and changing settings to play a lower bandwidth stream may help. To do this, go to your Majestic Client's menu of text options along the top and select 'Options,' 'Edit Options,' and then 'Internet.' Then select a lower bandwidth setting."

Q I have a U.S. PS2 and have recently moved to the U.K. When I rented a DVD, I put the DVD in and played it, and the DVD wouldn't play. I think it's because the DVD is English and the PS2 is American. I am hoping it won't also happen with English games. If you could please tell me what is wrong, and if I could do anything about it, it would be greatly appreciated.

DAVID P—VIA INTERNET

SUBMISSIONS

At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709, San Francisco, CA 94189-3709

Or e-mail us at:

buyers_beware.gamepro@gamepro.com

A I'm afraid your suspicions are correct: U.K. games and DVDs are on a completely different video standard, called PAL, while U.S. and Japanese games run on the NTSC standard. You cannot play U.K. games on a U.S. PS2. As for playing DVDs from the U.K. on a U.S. PS2, there are external NTSC to PAL converters on the market. Your best bet is to go to an electronics store and find out what is available. Even if you do buy a converter, there are different region codes between U.K. and U.S. DVDs that will prevent you from watching a U.K. DVD on a U.S. PS2. Because motion picture studios want to control the distribution of their films, they require codes that can be used to prevent the playback of certain discs in certain geographical locations. Each player, including the PS2, has a code for the region in which it's sold and will not play discs that are coded for other regions. There are eight regions, and you can identify which region a specific disc is coded for by looking at the region number, which is superimposed over a globe on the DVD package. For example, American and Canadian territories are coded for region 1, while Europe, Japan, and South Africa are coded for region 2 (even though they operate on different video standards). Datal makes a product available in the U.K. called the DVD Region X, which will enable you to play other region discs on your U.S. PS2, but you'll still need a NTSC to PAL converter to view English DVDs.



YOU MAKE THE CALL

Having problems with hardware or software from Sony, Nintendo, Microsoft, or Sega? Here are the customer service numbers to call:

Sony: 800/345-7669

Nintendo: 800/255-3700

Microsoft: 800/469-9269

Sega: 800/872-7342



Illustrations: Francis Mac



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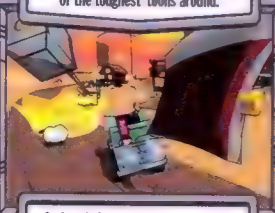




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84) Tibbels creates a product more powerful than gunpowder. So, what can you do about it?

AND THEN THERE WERE THREE

NEWS BITS

Dreamcast Just \$50

In mid-November, Sega announced the price of the Dreamcast yet again, from \$79.95 down to \$49.95. The drop, which was hinted at by retailers some months ago and reported in the October issue, is the company's latest effort to sell off the remaining stock of Dreamcast consoles and get Sega back on financial track. With the price drop, Sega expected to have sold through its entire stock of Dreamcasts by the end of 2001.

Bleem Says Goodbye

Running PlayStation games on your PC or Dreamcast—too good to be true? Apparently so, as the beleaguered Bleem closed up shop in mid-November. Since its inception as a company, Bleem faced legal challenges from Sony and, in addition to its PC software, only shipped three of its Bleemcast emulators. No

formal announcement was made, but the Web site was altered to show Sonic, replacing Bleem's original Sonic logo. In mid-November 2001, in an attempt to attract new customers, a company representative did not return e-mails at press time.

Violent Game Law Struck Down

The city of Indianapolis wanted to become the first city to ban minors from playing violent, coin-operated video games. However, the law was struck down by several sources, and eventually the U.S. Supreme Court declined to hear an appeal. Which also happened, the law was eventually struck down. A representative for Mayor Bart Peterson told the *HealthSourceNews*, "We believe that many of these extremely violent video games should be considered a public health emergency."

GameCube, Xbox launch at last; GameCube shipments increasing to 1.3 million

The new console hype finally and thankfully came to an end in November as both Nintendo and Microsoft put their latest game machines on sale. Now it's up to the public to see if the Xbox and GameCube live up to expectations.

Microsoft's Xbox launched first, with a 12:01 A.M. rollout on November 15 in New York's Times Square. Bill Gates personally sold (and signed) the first Xbox to Edward Gluckman. "The future of gaming starts today, and it starts with Xbox," said Gates. "It's a great example of how Microsoft is innovating. But most important, it's incredibly cool." Among the promotional stunts was a game of *Dead or Alive 3* pitting Gates against WWF superstar The Rock. (The Rock won, two rounds to one.) A few weeks before the launch date, Microsoft announced that it would not be able to meet the 600,000 to 800,000 units it had promised at E3; unofficial estimates of how many Xboxes shipped came in at around 400,000, which is still more than the 300,000 PS2s Sony mustered for its launch in late 2000. It's not clear how many Xboxes will have hit stores by the end of 2001, but at press time, Microsoft was projecting about a million. That's possible as the Xbox is manufactured in Mexico and can therefore be shipped to U.S. stores quicker than Japanese-made consoles.

Three days after the Xbox's launch, Nintendo shipped as many GameCubes as launch-day Xboxes and PS2s combined—according to the company, a full 700,000 machines sold through to North American retailers. Some Wal-Marts began selling the machine at midnight on Sunday, November 18; many retailers sold through their stock the first day; and several outlets burned through extra controllers and memory cards in short order. Two days after the launch, Nintendo announced that not only would the company meet its promise of 1.1 million consoles by the end of the year, but it also expected to ship a total of 1.3 million GameCubes by the end of 2001.



The Rock and Bill Gates went toe-to-toe on *Dead or Alive 3* during New York City's Times Square Xbox launch event.



This stream of fans in Los Angeles was fairly typical of GameCube launch lines around the country, as most stores sold out fairly quickly.

SONY INVESTS IN SQUARE

Final Fantasy fans hoping to see the series return to its Nintendo-console roots may be disappointed when they hear this one: Sony Computer Entertainment recently invested 14.9 billion yen (roughly \$124 million) in Square Co. Ltd. The deal—which Square sought from Sony after the disappointing, costly performance of *Final Fantasy: The Spirits Within*—gives Sony an 18.6 percent stake in Square, making it the second-largest shareholder. "Square is a splendidly creative game software maker with a brilliant history," said SCE President Ken Kutaragi to the Reuters news service. "We are positive that they will make more and more great games for us in the future."

However, there is still multipatform hope. Although *Final Fantasy X* shipped exclusively for the PS2 (and early—the game was expected out the day after Christmas, moved up from an original February release date), the deal does not guarantee exclusivity to PlayStation formats. "We are not necessarily obligated to Sony because of this deal," said Square President Hisashi Suzuki. "But we can gauge the situation in the future and offer software to the best-selling hardware maker, and at this time there is no doubt that Sony is the best." In other words, don't hold your breath.

ARE YOU GAME FOR CYPLEX?

Extended Play is cool, *Electric Playground* is fun—but why aren't there any video game-related TV shows that aren't news oriented? Haven't you ever wanted to see gamers really show their skills in a bloodthirsty competition? How about some good old-fashioned trash talk with some clear-cut winners and losers at the end of the day?

Enter *Cyplex*, a new TV show from Burton Productions, which is taking a decidedly different approach to video games on television. It's a "non-fiction TV show" (read: reality) that looks like it will mix a video game competition with the ruthless elimination rounds that appear on shows like *Big Brother*. *Cyplex*, which is slated to run over 13 weeks in 2002, promises competitive gaming mixed with interpersonal conflicts among the show's contestants themselves. Think *Survivor* meets the old 1980s coin-op game show, *Starcade*. For more information on *Cyplex*—including how to become a contestant—check out www.cyplex.tv.





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GAMEPRO LABS

Mad Catz Xbox Control Pad Pro

Rating: 5.0



Yes! Mad Catz gets it right! The Control Pad Pro has a slimmer profile than the Microsoft pad, and the large rubber grips feel comfortable. There's a large digital directional pad with well-defined points and, more importantly, perfectly round action buttons placed in a familiar and comfortable cross pattern on the controller's face. The curve of the dome of these buttons is more comfortable, and there's less of a concern of bruising your thumb or slippage mid-game. A macro feature makes this officially licensed controller programable, too, so if you need a little help pulling off fancy moves, you'll be able to get it. Available in five colors, this is the best replacement Xbox controller out there. —Dan Elektro

Price: \$34.99. Contact: Mad Catz, www.madcatz.com

PETER MOORE TO SHENMUE FANS: "SORRY"

In a rare direct communiqué, Sega President and COO Peter Moore posted a letter to Shenmue fans on Sega's Web site in early November, attempting to smooth over relations after the cancellation of Shenmue II for the Dreamcast. Fans were understandably disappointed and angry to find that Shenmue II, which has already been released for the Dreamcast in Japan, will appear as an exclusive Xbox title in America.

"I realize that this announcement is a difficult one for many people to swallow, and I sincerely apologize," said Moore in the letter, which was posted at www.sega.com.

"While I cannot detail all of the reasons that led up to this decision, I can tell you that it



was made with the long-term interests of Sega fans in mind. No matter how difficult it seems, I want you to understand that any difficult choices that are made during this transition time are based on one bottom line: ensuring the longevity of beloved Sega franchises.

"Although the company may be changing, we are still Sega," he continued. "Although the ride has sometimes been rocky, our promise to our fans is this: We will continue to push the boundaries of gaming with new content and technology. We will continue to deliver new and innovative games. We will continue to put out the games that no one else can. We will continue to be Sega and bring you only the best that gaming has to offer."

"Bear with us," Moore concluded. "The ride is going to get a lot smoother."

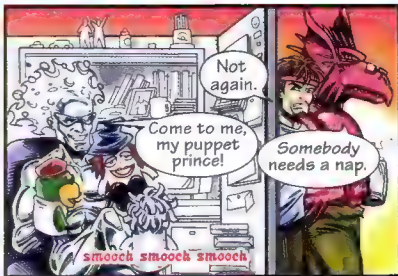
The full text of the letter is available at www.sega.com.

Best-Selling Video Game Title
October 2001

Devil May Cry	PlayStation 2	Capcom
1 Grand Theft Auto 3	Microsoft 3	Rockstar
2 Halo 2	Microsoft 2	343 Games
3 Tomb Raider: The Last Revelation	PlayStation 2	Crystal Dynamics
4 Tomb Raider: Legend	PlayStation 2	Crystal Dynamics
5 Tomb Raider: Chronicles	PS2	Crystal Dynamics
6 The Sims	PlayStation 2	Maxis
7 NBA Live 2002	PlayStation 2	EA Sports
8 Grand Prix Sports Series	PS4	Anton
9 NBA Live 1	Dreamcast	Sega Sports
10 Tomb Raider: The Secret of the Tomb	PlayStation	Crystal

THE
... Bible... Halo... The
... GameCube has a built-in
... doesn't really need it, yet the
... Xbox needs at least two, and has
... There's just being a X box
... get a copy of *The Ultimate History*
... Mario Games by Steven A. Katz for
... million, as the rate now. It's an improved
... version of *The First Quarter*, it's now pub-
... lished by Prime, and it's your new moun-
... "If one of you want, but one of the top
... best-selling games for the first nine months of
... 2001 were *Pokemon* games. It's all about the
... biggest, baby - Nintendo crowd that the
... GameCube made more money in a single day
... than *Mario Power* made in its entire
... existence. Last year - that's because Nintendo
... after didn't cost \$290. When Nintendo saw
... Luigi's Mansion to \$85.00, they can talk - Nigel
... Turner. And, the issue for the 11th Reader
... GameCube. If it's not for the first time
... The game also can spend, second, dis-
... tinct - "There's about 100
... high-priced online play as the frequency of
... online. Sony and X-Boxed approve the N
... work. Adobe - even though the adage had
... no real sense due to not being based
... frequency. It's a thing about the
... rates. The game also the whole. There
... was no manufacturing problem, but
... didn't think that many people would
... PS2 as much, including the com-
... pany did it the opposite. On
... Some new and the huge
... Zorbie against Gorgonzola
... fathering. But, the novel
... members of the Gorgonzola

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THE RISE OF CAMELOT

HOW DARK AGE OF CAMELOT COULD CREATE A GOLDEN AGE FOR ONLINE ROLE-PLAYING

BY DVIDIN MASTER

ONLINE RPGs ARE popular, but trouble-laden launches, laddish customer service, and problematic players often plague the land. So far, Dark Age of Camelot hasn't had these problems. How did Mythic do it?

BIRTH OF THREE NATIONS

It all starts with one of the most successful launches in online gaming history. Whereas each and every one of Dark Age's competitors suffered from extremely awkward opening days, Camelot coasted through its first few days without a hitch, save a handful of bugs here and there. It was an impressive feat, especially with three Realms, 12 races, 33 classes, and plenty of room for mistakes. Not only that, but Mythic claims to have broken genre records with its opening sales, and the small company's network has handled it with aplomb. It may be a case of learning from the mistakes of its competitors, but Camelot was birthed with possibly the easiest labor in online gaming history.

Ah, but the goodness continues. Read the forums for any other online RPG and you'll see cries of "My class is underpowered!" or "The GM refused to help me!" Mythic's customer support thus far has been top-of-the-line. Not only did they make important class-balance changes within days of the game's launch, but they've also kept on top of player complaints and bug reports. Camelot's boards are filled with strategy questions, not complaints

about class balance. It just goes to show that good customer service means happy customers.

GOOD GRIEF

Another problem that previous games have had is the "grief player"—anyone who plays specifically to ruin the game for others, such as a PKers (player-killers, who hunt other players' characters just for sport) in Ultima Online and EverQuest. Anarchy Online thought it had the solution by introducing a faction-based Player-versus-Player, but griefers still continued to camp resurrection points and harass other gamers.

Camelot's Realm-versus-Realm system seeks to eliminate griefers by giving them their own place to play and strict rules with which to conduct themselves. You can't kill members of your own Realm (meaning a Hibernian can't kill another Hibernian, but they may kill players from Midgard or Albion). Not only that, but you also have to get to a certain level and perform a ceremony to even enter your enemies' lands. This leads to well-planned raids and less random player-killing. Plus,

Mythic has set up Roleplay servers (two as of this writing), where players can expect everyone to be in-character and not talking randomly about stats, mobs, and other genre jargon. It's not a perfect system, but you can generally assume that if you're on a Roleplay server, you have less to fear from random griefers and more from your own story-based, in-character rivals.

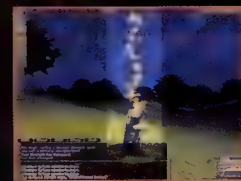
IT'S ONLY A MODEL

It's not completely perfect, but Dark Age of Camelot is a good example of the second generation of MMORPGs. If

other companies learn from Mythic's example, then the genre has an even brighter future. **G**



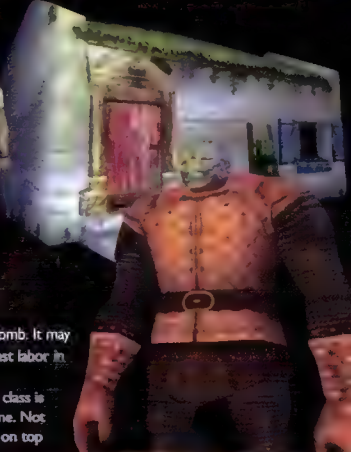
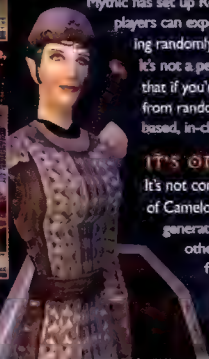
All of Camelot's enemies are highly detailed—even the wimpy ones like this springer.



Camelot's spell effects are amazing. Here, a ray of light from above grants this cleric incredible strength.



It takes all kinds to make an MMORPG. Thankfully, Camelot has a class for all of them.



The game of Camelot—an awe-inspiring sight for one raised in Albion's grassy plains.



Bards, skalds, and minstrels have powerful magical songs. Musical noises swirl, and a short tune plays each time you begin a song.

dark
age
of
Camelot

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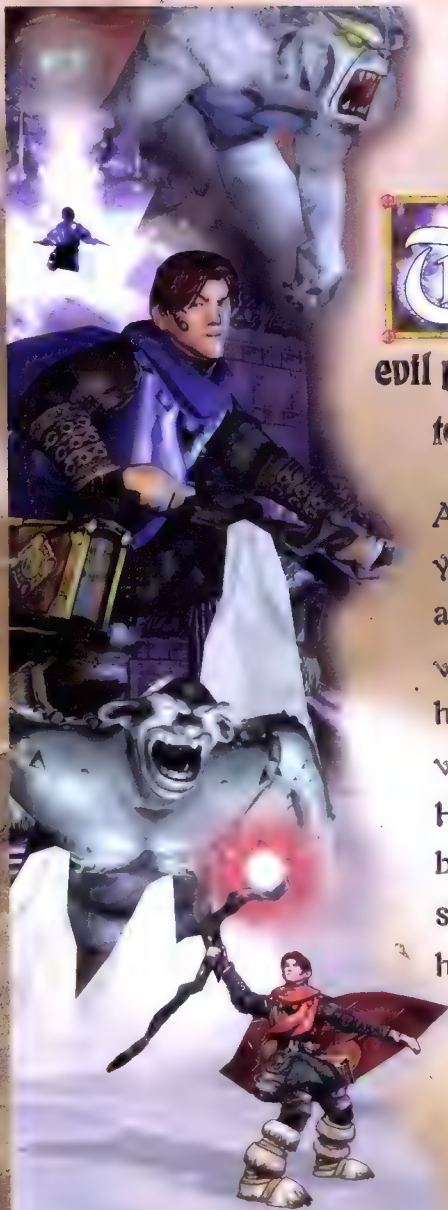


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he land was eternally dark,
evil prevailed, and there appeared
to be no hope at all.

And as if that wasn't enough, the
young wizard had aged 30 years in
a day and a pack of wild hell hounds
was trying to devour him. He used
his orb and a lava spell to torch the
wretched beasts and ran for his life.
He continues on his quest to
become a master sorcerer, but he
still has nowhere near the 45 spells
he needs to defeat the darkness.

Not even near the end



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I GAVE STRICT ORDERS TO
KEEP ALL SNOWBOARDERS
OFF OF THE SUMMIT!

NAYA HAS OTHER IDEAS. SHE KNOWS
SOMETHING BIG IS GOING ON UP THERE
AND MUST ESCAPE THE SKI PATROL.



BUT THAT'S NOT THE HALF OF IT. NAYA ALSO
HAS TO FIND ALL THE UNASSEMBLED BOMB
PARTS AND FIRE THE **ARTILLERY CANNON**
TO START AN **AVALANCHE**.

SHE HAS HER WORK CUT OUT FOR
HER IF SHE HOPES TO UNLOCK THE
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Square scores again with another thrilling Final Fantasy adventure—and the first on the PlayStation 2. Although Final Fantasy X is marred by some technical deficiencies, it's an engrossing adventure you'll never forget.

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ONLINE

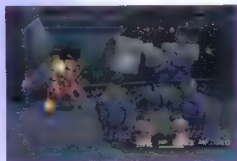
AS THE FIRST Final Fantasy conceived for the PlayStation 2, Final Fantasy X arrives with the usual lofty expectations and almost-perfect scores. But numbers are hardly the point, and before flinging this issue across the room, read this: FFX is a memorable, fantastic adventure that falls short in key areas that could have benefited from fine-tuning—namely control tweaks and unpolished graphics.

"This Is My Story..."

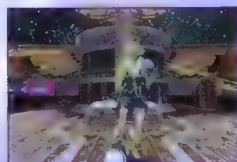
This adventure dabbles in religion—in particular the mindless obedience of tradition. You play the role of Tidus, the star player of the aquatic fantasy-sport blitzball, a hybrid of soccer and football. Immediately following an eye-popping opening cinema, Tidus is transported 1000 years to the future and finds himself the reluctant protector of a "summoner"—a magician who can control various monsters and who specializes in exorcising stubborn, unruly souls. A cast of colorful supporting characters comprise the remainder of your party—from pint-sized, hyperactive Rikku, who asks nothing but questions, to battle-weary Auron, who seems to know everything, yet remains tight-lipped while his sword does the talking. Well-cast voice talent aids character development, despite a few whiners and sour notes. The game is also cleverly loaded with Fantasy icons: chocobos, cactuars (yes!), moogles, and someone named Cid.

"Believe."

This Fantasy is painfully linear, and despite the numerous side-quests and mini-games, you don't need to engage in any extra-curricular activities in order to reach the conclusion—unless you're a masochist who isn't fazed by dodging lightning on the Thunder Plains 200 times in a row or competing in a near-impossible chocobo race, among other controller-hurting diversions. As for the turn-based blitzball mini-game, which is



PROTIP: Ifrit can heal himself with fire-related spells, Shiva with ice, and Izion with thunder.



PROTIP: If you're serious about blitzball, master the Jecht Shot on the S.S. Winno. Save the game before you try it, and keep resetting until Tidus learns this valuable skill.



PROTIP: The aeon Yojimbo is your best friend when you're facing tough physical opponents. His high Evade attribute makes him invulnerable against everything except magic attacks.



PROTIP: Among the most obnoxious enemies are those that cast healing spells on themselves. However, you can turn the tables on such enemies by casting Reflect on them.



PROTIP: If you enter a battle that you don't think you can win, have one character Escape. Even if the remaining fighters are wiped out, your game won't end.



PROTIP: When dealing with Bashura or other organic muscle-bound yeti-type creatures, cast Bio on it and keep blocking until it expires.



PROTIP: When battling Sin, cast Haste on all party members, and then unleash your strongest physical attacks and magic; summoning aeons takes too long.

this adventure's card contest, you'll either love it or hate it. Fortunately, everything comes with example-heavy how-to tutorials that keep you in the loop. The game also throws in—gasp!—replay value in the form of a foreign dialect that's comprehensible only after you collect the translated alphabet. The information is carried over to a new game via memory card, and it enables you to discover hidden areas and mini-events from the outset.

"You Know, Don't You?"

Similar to other FF games, FFX has its own unique character building and battle systems—two of the best innovations in the series. Instead of a traditional level-up system, where characters automatically receive new spells and abilities after battle, players are rewarded with points that convert to spaces that are used to move across the Sphere Grid, a gigantic playing board. The system not only enables more customization per character, but it also enables more latitude as—conceivably—all members can learn every spell and boost attributes in all areas.

On the combat front, players can also swap any teammate from the fighting troika during battle. Although the ATB (Active Time Battle)—a hallmark off the FF series—is absent, you won't miss it. Responsive controls do a remarkable job of keeping menu maintenance and battle tactics under tight command, but it's easy to confuse friends and foes during battle, and you may ask, "Why did I just heal the enemy?"

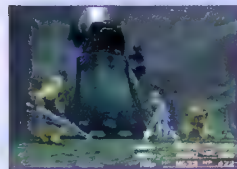
The Spirits Within

FFX's remarkable sights and sounds make significant contributions. There's always plenty to take in as the environments are filled with color, special effects, and incredible details—not to mention rendered cinematic sequences that rival anything in the ill-fated *Spirits Within* movie. Fantastic as the visuals are, they do have problems: Some battles are rife with slowdown, and the frame rate frequently takes distracting nosedives.

Paired with the visuals is impeccable audio. Spoken dialogue aside, the soundtrack is packed with effective, stirring music (the nostalgic nine-note battle-victory chime) and aesthetic effects (explosions, petrified enemies shattering into a thousand pieces, and shrieking aeons summoned onscreen), which add to the overall impact.

Final Analysis

Even as *Final Fantasy X*'s climax hurriedly approaches—capped by an anticlimactic final battle—the narrative remains engaging every step of the way. And regardless of its technical shortcomings, FFX is the best RPG you're likely to play this year. **B**



PRO TIP: Make quick history of Dark Flan by inflicting zombie status on the monster and then giving it a Phoenix Down from your item inventory.



Guardian forces (clockwise from top left): Kimahri, Wakka, Rikku, Tidus, Lulu, and Auron.

	BY MAGE OR MIKE						
	■ Developed by SquareSoft						
	■ Published by Square EA						
	■ \$49.99	■ Role-playing					
■ Available now	■ 1 player						



For more on
Final Fantasy X,
please see our
ProStrategy
Guide in Role
Player's Realm.



PRO TIP: Whenever you're faced with a mechanical enemy, Rikku should always steal from it. She'll obtain a useful item and dismantle the thing in one hit.



PRO TIP: When you take on Sanctuary Keeper at Gagazet's Summit Region, hit him with Blo or another poison-inducing attack, and then let loose with Yuna's aeons and their Overdrives.

Each aeon has a distinctive "summoning" cinema that can be shortened in the Config. menu.



PRO TIP: On the Sphere Grid, you can use a sphere to activate a nearby node and not move on top of that node.

GRAPHICS 4.5

FFX's visuals are loaded with color, and the rendered cinemas are among the best that you'll find. However, there are frame rate problems, and some battles suffer from slowdown.

SOUND 5.0

As with other Fantasies, FFX has its share of memorable, beautiful music and excellent sound effects. The voice talent has also been well cast—although the dialogue usually isn't in sync with the character speaking it.

CONTROL 4.5

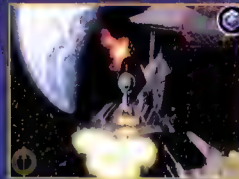
The control scheme is easy to learn, but it's easy to accidentally highlight enemies during battle. Lack of a custom configuration also hurts the score.

FUN FACTOR 5.0

Despite its flaws, *Final Fantasy X* is a remarkable adventure that will leave RPGers more than satisfied. Complete with replay value, challenging bosses, an engrossing story, and side trips aplenty, here's the last must-have title of 2001.

Editors' Choice Awards:

Another year, another 10 really tough decisions. Every *GamePro* editor argued with the voices in his or her head to come up with these highly subjective lists of their favorite games of 2001. *By The GamePro Editors*



1. Star Wars Rogue Leader: Rogue Squadron II

Simply breathtaking. From the engrossing action to the super-sharp visuals, this is the best Star Wars game ever. Even if you're not a Star Wars fan, the gameplay will have you captivated until the very end.

2. Metal Gear Solid 2: Sons of Liberty PS2
3. Gran Turismo 3 A-spec PS2
4. Tennis 2K2 Dreamcast
5. Half-Life: Counter-Strike PC
6. The Adventure of Cookie and Cream PS2

7. Final Fantasy X PS2
 8. Super Monkey Ball GameCube
 9. Luigi's Mansion GameCube
 10. Grand Theft Auto III PS2
- Best Educational Game:**
The Typing of the Dead Dreamcast



1. Halo

This mesmerizing first-person combat game tells a great science-fiction adventure story, too. Wicked action and out-of-this-world animation keep you glued to your screen. Halo makes you want to buy an Xbox.

2. Metal Gear Solid 2: Sons of Liberty PS2
3. Devil May Cry PS2
4. Conker's Bad Fur Day N64
5. Madden NFL 2002 GameCube
6. Silent Hill 2 PS2
7. Pikmin GameCube

8. NBA 2K2 Dreamcast
 9. Max Payne PC
 10. Gran Turismo 3 A-spec PS2
- Super Simian Award:**
Super Monkey Ball GameCube



1. Tony Hawk's Pro Skater 3

With new courses, a level creator, and the awesome addition of online play, THPS3 on the PS2 has everything I want or need in a skateboarding game. This is good gameplay, pure and simple.

3. Max Payne PC
4. Half-Life: Counter-Strike PC
5. NBA Street PS2
6. Diablo III: Lord of Destruction PC
7. Dance Dance Revolution PS
8. Return to Castle Wolfenstein PC

9. Halo Xbox
10. Rumble Racing PS2

Biggest Disappointment:

Sierra's lame-brained cancellation of the fully complete Half-Life for the Dreamcast. Why leave millions of fans stranded? Oh yeah—money.



1. Grand Theft Auto III

Although the subject matter in this game is questionable depending on individual tastes, no one can dismiss the technological intricacies of the virtual world that Rockstar created. GTA3 delivers on the promise of the new generation of game systems.

2. Madden NFL 2002 PS2
3. Metal Gear Solid 2: Sons of Liberty PS2
4. Halo Xbox
5. Mario Kart: Super Circuit GBA
6. NFL 2K2 Dreamcast

7. Tennis 2K2 Dreamcast
8. Gran Turismo 3 A-spec PS2
9. Luigi's Mansion GameCube
10. Spy Hunter PS2

Best Educational Game:

Who Wants To Be A Millionaire PS, PC, Mac



1. Silent Hill 2

The most strangely satisfying game I played all year. A masterful, restrained, unnerving nightmare with some of the most awesome visuals in a very non-traditional sense ever to grace a console.

3. Pikmin GameCube
4. Metal Gear Solid 2: Sons of Liberty PS2
5. Devil May Cry PS2
6. Super Smash Bros. Melee GameCube
7. ICO PS2

8. Golden Sun GBA
 9. Conker's Bad Fur Day N64
 10. Super Monkey Ball GameCube
- Best 2002 Game That Suddenly Became a 2001 Game Before I Had a Chance To Play It:**
Final Fantasy X PS2

Two Thousand and Won



MAJOR MIKE

1. Final Fantasy X

Akin to 1999, a Final Fantasy game holds the top position on my list. Although Final Fantasy X—the first PS2 Fantasy—*isn't* perfect, it was the most engrossing and enjoyable game I played all year.

2. Rumble Racing PS2

3. Return to Castle Wolfenstein PC
4. Castlevania: Circle of the Moon GBA
5. Devil May Cry PS2
6. Max Payne PC
7. Metal Gear Solid 2: Sons of Liberty PS2

8. Onimusha: Warlords PS2
 9. C&C Yuri's Revenge PC
 10. Fear Effect 2: Retro Helix PS
- This, Too, Will Be Mine All Mine!**
Nintendo finally gave Capcom its due by snagging future Resident Evil games as GameCube exclusives.



AIR HENDRIX

1. High Heat MLB 2002

Although it's painful to rank the thrilling Halo as second, High Heat deserves the props. After playing a full season, I have no qualms about calling it the best baseball game in many years, and that's like welcome rain after the long drought in quality baseball gaming.

2. Halo Xbox
3. Gran Turismo 3 A-spec PS2
4. Half-Life: Counter-Strike PC
5. Tennis 2K2 Dreamcast
6. Star Wars Starfighter PS2
7. Return to Castle Wolfenstein PC

8. NHL 2002 PS2
9. NASCAR Thunder 2002 PS2
10. Red Faction PS2

Best 5.1 Surround Sound Ever:

Star Wars Episode I: The Phantom Menace DVD



TOKYO DRIFTER

1. Silent Hill 2

The scariest and freakiest game ever delivers the most memorable moments in gaming this year. The finely crafted story manipulates you in delightfully nerve-racking ways.

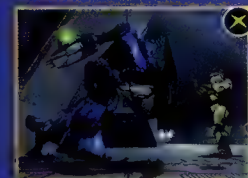
2. Dead or Alive 3 Xbox

3. Metal Gear Solid 2: Sons of Liberty PS2
4. Halo Xbox
5. Final Fantasy X PS2
6. Golden Sun GBA
7. NBA Street PS2

8. Baldur's Gate: Dark Alliance PS2
9. Luigi's Mansion GameCube
10. Super Monkey Ball GameCube

Best Xbox Launch Game You Didn't Play:

Project Gotham Racing



MISS SPELL

1. Halo

Breath-taking graphics and immersive gameplay—this is a must for all shooter fans.

2. Metal Gear Solid 2: Sons of Liberty PS2

3. Return to Castle Wolfenstein PC
4. Half-Life: Counter-Strike PC
5. Diablo II: Lord of Destruction PC
6. Dance Dance Revolution PS2
7. Final Fantasy X PS2

8. Tony Hawk's Pro Skater 3 PS2
9. Twisted Metal: Black PS2
10. Luigi's Mansion GameCube

Stupidest Marketing Move:
Pricing and bundling the Xbox out of the range of user affordability.



D-PAD DESTROYER

1. Max Payne

One of those games that makes you wonder why you wasted your time with all those other games. Years from now, people will still be saying, "Yeah, that's a good game, but it's no Max Payne."

2. Devil May Cry PS2
3. Dead or Alive 3 Xbox
4. Dark Age of Camelot PC
5. Grand Theft Auto III PS2
6. NBA Street PS2
7. Return to Castle Wolfenstein PC

8. Ico PS2
9. Metal Gear Solid 2: Sons of Liberty PS2
10. Halo Xbox

Best Xbox Bundle:
One Xbox, one sledgehammer, one pair of industrial safety goggles



PONG SIFU

1. Paper Mario

With the deep, turn-based battle system and addictive gameplay combined with atypical 2D style graphics and captivating music, this is the most delightful game I've played in some time.

2. Silent Hill 2 PS2

3. Ico PS2
4. Luigi's Mansion GameCube
5. Pikmin GameCube
6. Victorious Boxers PS2
7. Metal Gear Solid 2: Sons of Liberty PS2
8. Advance Wars GBA

9. Black & White PC
10. Bomberman Tournament GBA

Best Use of Martians With...uh, Ailments:
Giants: Citizen Kabuto PS2

GamePro's 11th Annual

The year is o'er—it's voting time! To spice things up, this ballot's in rhyme.
Check one box each and send it in—then brand-new systems you might win!

3 Grand Prize Winners will
receive one of the following:

GameCube
Xbox **PS2**

10 First Prize Winners will receive a

**1-year subscription
to GamePro**
and a GamePro T-shirt

10 Second Prize Winners will receive a

GamePro T-shirt

Best Action Game

A choice of spiders, spies, and slugs—
not to mention Grand Theft's thugs

- ☐ The Adventure of Cookie and Cream **PS2**
- ☐ The Bouncer **PS2**
- ☐ Cel Damage **XBOX/GAMECUBE**
- ☐ Crazy Taxi **PS/GAMECUBE**
- ☐ Crazy Taxi 2 **DREAMCAST**
- ☐ Dynasty Warriors 3 **PS2**
- ☐ Grand Theft Auto III **PS2**
- ☐ Metal Slug X **PS**
- ☐ Pokémon Stadium 2 **N64**
- ☐ Rayman 2 Revolution **PS2**
- ☐ Sonic Adventure 2 **DREAMCAST**
- ☐ Spider-Man 2 Enter: Electro **PS**
- ☐ Spy Hunter **PS2**
- ☐ Twisted Metal: Black **PS2**
- ☐ Zone of the Enders **PS2**

Best Adventure Game

Can Silent Hill's scared little girl
beat out Nintendo's foul-mouthed squirrel?

- ☐ Alone in the Dark:
The New Nightmare **PS/DREAMCAST**
- ☐ Conker's Bad Fur Day **N64**
- ☐ Devil May Cry **PS2**
- ☐ Escape From Monkey Island **PS2**
- ☐ Fear Effect 2: Retro Helix **PS**
- ☐ Ico **PS2**
- ☐ Jak and Daxter: The Precursor Legacy **PS2**
- ☐ Klonoa 2: Lunatic's Veil **PS2**
- ☐ Luigi's Mansion **GAMECUBE**
- ☐ Metal Gear Solid 2: Sons of Liberty **PS2**
- ☐ Oddworld: Munch's Oddysee **XBOX**
- ☐ Onimusha: Warlords **PS2**
- ☐ Resident Evil Code: Veronica X **PS2**
- ☐ Silent Hill 2 **PS2**

Best Role-Playing Game

This year's Final Fantasy is a mere reissue;
that's good for Baldur's Gate and Persona 2

- ☐ Baldur's Gate: Dark Alliance **PS2**
- ☐ Dark Cloud **PS2**
- ☐ Dragon Warrior VII **PS**
- ☐ Final Fantasy Chronicles **PS**
- ☐ Lunar 2: Eternal Blue Complete **PS**
- ☐ Paper Mario **N64**
- ☐ Persona 2: Eternal Punishment **PS**
- ☐ Phantasy Star Online Ver. 2 **DREAMCAST**
- ☐ Record of Lodoss War **DREAMCAST**
- ☐ Tales of Destiny II **PS**

Best Fighting Game

The wrestlers and mascots are ready to brawl;
could Dead or Alive wind up taking them all?

- ☐ Capcom vs. SNK 2 **PS2**
- ☐ Dead or Alive 3 **XBOX**
- ☐ Kengo: Master of Bushido **PS2**
- ☐ Project Justice **DREAMCAST**
- ☐ Super Smash Bros. Melee **GAMECUBE**
- ☐ VVVVVV SmackDown: Just Bring It **PS2**

Best Flight Combat Game

This airborne battle won't last long—
Ace is good, and the Force is strong...

- ☐ Ace Combat 4: Shattered Skies **PS2**
- ☐ Star Wars Rogue Leader:
Rogue Squadron II **GAMECUBE**
- ☐ Star Wars Starfighter **PS2/XBOX**

Best Combat Game

Will Halo's deep mission-based gameplay run rings
around Quake and Unreal—the FPS kings?

- ☐ Half-Life **PS2**
- ☐ Halo **XBOX**
- ☐ Quake III Revolution **PS2**
- ☐ Red Faction **PS2**
- ☐ Silent Scope 2: Dark Silhouette **PS2**
- ☐ Time Crisis II **PS2**
- ☐ Unreal Tournament **DREAMCAST**

Best Racing Game

Trucks leave their tracks and street racers make
waves—but which game will garner the readers'
choice raves?

- ☐ 18 Wheeler: American Pro Trucker **DREAMCAST**
- ☐ Burnout **PS2**
- ☐ Gran Turismo 3 A-spec **PS2**
- ☐ NASCAR Heat 2002 **PS2/XBOX**
- ☐ NASCAR Thunder 2002 **PS/PS2/XBOX**
- ☐ Project Gotham Racing **XBOX**
- ☐ Rumble Racing **PS2**
- ☐ Splashdown **PS2**
- ☐ Test Drive Off-Road: Wide Open **PS2/XBOX**
- ☐ Wave Race: Blue Storm **GAMECUBE**

Best Action Sports Game

Choose seas or streets or snowy cold.
Which X-game deserves to win the gold?

- ☐ Amped. Freestyle Snowboarding **XBOX**
- ☐ Dave Mirra Freestyle BMX 2
PS2/XBOX/GAMECUBE
- ☐ Mat Hoffman's Pro BMX **PS/DREAMCAST**
- ☐ Shaun Palmer's Pro Snowboarder **PS2**
- ☐ SSX Tricky **PS2/GAMECUBE**
- ☐ Tony Hawk's Pro Skater 2x **XBOX**
- ☐ Tony Hawk's Pro Skater 3 **PS/PS2/GAMECUBE**
- ☐ TransWorld Surf **XBOX**

**Vote only once
in all categories
to be eligible for
prizes!**

Readers' Choice Awards

Best Sports Game: Football

Brickbreaker, firecracker, sis boom bah—end-zone touchdowns, rah rah rah!

- ☐ Madden NFL 2002 PS1/PS2/XBOX/GAMECUBE/N64
- ☐ NCAA Football 2002 PS2
- ☐ NFL 2K2 PS2/DREAMCAST
- ☐ NFL Fever 2002 XBOX

Best Sports Game: Other

Hockey, baseball, and soccer meet—but will they get beat by NBA Street?

- ☐ All-Star Baseball 2002 PS2
- ☐ FIFA 2002 PS2/GAMECUBE
- ☐ High Heat Major League Baseball 2002 PS2
- ☐ NBA 2K2 DREAMCAST
- ☐ NBA Live 2002 PS2/XBOX
- ☐ NBA Street PS2
- ☐ NHL 2002 PS2/XBOX
- ☐ NHL Hit 2002 XBOX
- ☐ Tennis 2K2 DREAMCAST

Best Brain/Reflex Game

The Dance Revolution made fools of us all—or will Max Payne prove mightier than Camelot's sword?

- ☐ Dance Dance Revolution PS
- ☐ Dr. Mario 64 N64
- ☐ Frequency PS2
- ☐ Fuzion Frenzy XBOX
- ☐ Mario Party 3 N64
- ☐ Pikmin GAMECUBE
- ☐ Super Monkey Ball GAMECUBE
- ☐ The Typing of the Dead DREAMCAST

Best PC Game

The monochrome masterpiece can't be ignored—or will Max Payne prove mightier than Camelot's sword?

- ☐ Black & White
- ☐ Clive Barker's Undying
- ☐ The Dark Age of Camelot
- ☐ Diablo II: Lord of Destruction
- ☐ Dune: Emperor
- ☐ Giants: Citizen Kabuto
- ☐ Half-Life: Counter-Strike
- ☐ Hitman: Codename 47
- ☐ IGI: I'm Going In
- ☐ Majestic
- ☐ Max Payne
- ☐ Motor City Online
- ☐ Pool of Radiance
- ☐ Return to Castle Wolfenstein
- ☐ Serious Sam

Best Arcade Game

Namco, Capcom, and Sega show brawn. Once thought to be dead, the coin-op lives on!

- ☐ Capcom vs. SNK 2
- ☐ The Grid
- ☐ Police 911
- ☐ Silent Scope EX
- ☐ Smashing Drive
- ☐ Tekken 4
- ☐ Vampire Night
- ☐ Virtua Fighter 4

Best Handheld Game

You've got to say this for the Game Boy Advance: It's powerful, colored, and fits in your pants.

- ☐ Advance Wars GBA
- ☐ Bomberman Tournament GBA
- ☐ Breath of Fire GBA
- ☐ Castlevania: Circle of the Moon GBA
- ☐ Doom GBA
- ☐ Ecks vs. Sever GBA
- ☐ F-Zero: Maximum Velocity GBA
- ☐ The Legend of Zelda: Oracle of Seasons/Oracle of Ages GBC
- ☐ Mario Kart: Super Circuit GBA
- ☐ Mario Tennis GBC
- ☐ Monster Rancher Advance GBA
- ☐ Pokémon Puzzle Challenge GBC
- ☐ Rayman Advance GBA
- ☐ Super Mario Advance GBA
- ☐ Super Street Fighter II Turbo Revival GBA
- ☐ Tony Hawk's Pro Skater 2 GBA

Console of the Year

You gotta have hardware to run all these games. So which one delivers? It's time to name names.

- ☐ Dreamcast
- ☐ Game Boy Advance
- ☐ GameCube
- ☐ Nintendo 64
- ☐ PlayStation/PS one
- ☐ PlayStation 2
- ☐ Xbox

Game of the Year

Across all platforms, throughout the whole year, which game was the best? Just write it down here:



Name: _____ Age: _____

Address: _____

City/State/Zip: _____

Phone Number: _____

All ballots must be filled out completely and received by March 15, 2002 to qualify for the drawing. Return the completed ballot to:

GamePro's Readers' Choice Awards
P.O. Box 193712
San Francisco, CA 94119-3712

Or fax your ballot to:
415/975-2610

Or enter online at:
www.gamepro.com

Only one ballot per person will be accepted.

Results will appear in the July 2002 issue. All winners will be selected at random from completed ballots received by the deadline through the mail, online, or via fax.

We must have your completed ballot and your full name, address, and telephone number so we may reach you for notification of your prize.

Please vote for only one game in each category, or your ballot will be disqualified!

No purchase necessary. Void where prohibited. Contest ends 3/15/2002. See page 139 for GamePro's 11th Annual Readers' Choice Awards Official Rules and Conditions.

Medal of Honor: Allied Assault

POWELL TO THE PEOPLE

PlayStation gamers have known the wonder that is Medal of Honor for years, but the series is just now coming to PCs, and it definitely looks like an invasion worthy of the game's title. Medal of Honor: Allied Assault will cast you as Lt. Mike Powell, a soldier on the front lines of the struggle against Nazi Germany. Missions will include everything from squad-based rescue to the actual Normandy invasion, complete with Higgins boats, bangalore, and soldiers dying left and right from machine-gun fire and artillery.



BY D-PAD DESTROYER

- Developed by 2015
- Published by Electronic Arts
- Target release date: February



HANDS-ON



Medal of Honor: Allied Assault will bring World War II to life on your PC in a way you've never before seen. In some missions, you'll even have to depend on your own band of brothers.

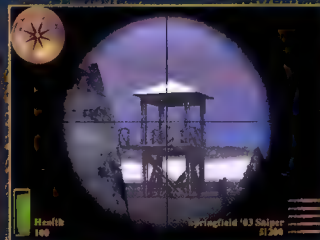
UN-UNREAL TOURNAMENT

The preview version of Allied Assault scored points by mixing real-world missions with a certain level of realism that makes you feel like you're in the war and not rocket-jumping about in 1940s France. You'll go up against the enemy in real World War II locations like France, Germany, and Northern Africa, using real Allied and Axis weaponry. There will even be missions in which you man a mounted machine-gun while a fellow soldier drives your jeep through enemy territory, or where you drive a tank and try to take out enemy buildings. The early version's realism seemed to rest comfortably between Unreal Tournament and Rainbow Six, real enough to be immersive, but not so real that it interferes with the fun.



PC'S FINEST HOUR

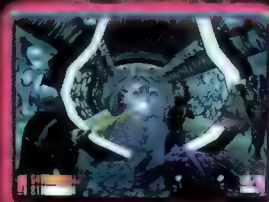
Even with the unique missions and locations, Allied Assault will be familiar to PC FPS vets. Even the preview version was simple to grasp and easy to understand. The difficulty and frame rate still need some tuning, but the game already looks and plays great. Even in this early stage, Allied Assault looks like a contender for PC gaming's highest honors.



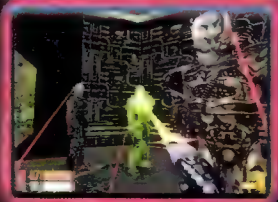
STAR TREK VOYAGER ELITE FORCE™



SET PHASERS TO FRAG



43 single player missions.



The first Star Trek® game
on PlayStation®2.



4-player head-to-head action.



PlayStation 2



Violence



ACTIVISION



www.majescosales.com

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Recommended
System Specs

Windows 95/98/ME/
NT4.0/2000/XP

Pentium III
500 MHz

128 MB RAM

1.4 GB on HD

THE FIRST-PERSON-SHOOTER genre practically began with 1992's *Wolfenstein 3D*, and although *Return to Castle Wolfenstein* isn't nearly that groundbreaking, it lives up to its legacy with gripping gameplay and sweet graphics.

Saving Private Redfield

RTCW's plot is a mishmash of cheesy cut-scenes and half-baked mission objectives involving the Nazis' attempts to create zombie supersoldiers during World War II. Because of the weak story and the fairly predictable enemy A.I., the game doesn't forge the enthralling feel of games like *Halo* or *Half-Life*.

Fortunately, that's the only real downer in what is otherwise an outstanding dose of FPS goodness. The exciting gameplay mixes gonzo combat with occasional stealthy moments and lots of "unlock the door" puzzles. On a typical mission, you start out chasing some whup-the-Nazis objective like trashing V2 rockets, and along the way, you'll gradually encounter spooky occult weirdness. A big part of RTCW's allure is the creepy, gothic atmosphere—the presentation of the zombies and other creatures is well executed and can be genuinely unnerving at times.

Band of Banshees

On the multiplayer front, RTCW delivers a deep, intriguing twist on the wildly popular *Counter-Strike*. The action here is more cerebral, emphasizing teamwork and accomplishing specific objectives over twitchy combat—it's great fun. The effective controls will feel standard to any remotely experienced gamer. As with all good controls, you'll rarely notice them.

RTCW's slick graphics and sounds set the perfect mood. Haunting music and excellent sound effects pair nicely with the gorgeous, well-lit environments and smoothly animated monsters and Nazis.

Surveying the WWII theater, RTCW's compelling action will most likely be overshadowed by the more promising *Medal of Honor: Allied Assault*. Still, this engaging battle is well worth the game's fairly steep price tag, and it will pleasantly tide you over until it's time to start earning medals in February. **G**

PRO TIP
MORE ONLINE



BY DAN HENDRIX

Developed by Gray Matter/Nerve
Published by Activision
\$54.99
Available now
Action
16 players



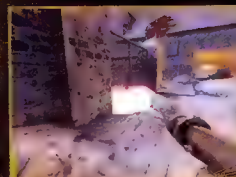
RETURN TO CASTLE Wolfenstein



PRO TIP: Whenever you hear a female voice say, "Get ready!" as you battle through the church in Level 2.3, you're about to be ambushed by von Bulow's Elites.



In the multiplayer game, cooperating as a team and accomplishing the level's specific objectives is the only way to succeed.



PRO TIP: The flamethrower is most effective when it's fired in short bursts.



PRO TIP: Handle the watch towers in Level 3 by using the binoculars to time your run into open space when the guards are looking the other way.



PRO TIP: The von Bulow boss won't pass through the broken wall that leads to the room where the level began. Use this to your advantage by lurking in the doorway, emptying a clip into her, and then revealing to safety.

Motor City Online

TO REALLY ENJOY *Motor City Online*, you'll have to be one part speed freak, one part garage monkey. The game offers tons of classic cars spanning five decades for you to buy, sell, upgrade, tinker with, and race. However, just as flight sims are mainly of interest to real-life pilots, *Motor City Online* is a haven for folks who memorize the Mopar catalog. Unless you're willing to learn just how an improved valve

train or intake manifold can boost your horsepower, don't bother with *Motor City Online*.

A broadband connection isn't required to connect to the persistent online racing world, but you'll want to appreciate the hi-res, accurately recreated car models lag-free. A selection of in-game radio stations cranks everything from rockability to funk, and the engines (and horns!) sound authentic. Full force-feedback wheel support means you'll feel every rough idle and every sideling crash. As long as you're prepared to be your own mechanic (and you're prepared to pay \$40 plus an additional \$10 monthly), *Motor City Online* is a killer ride. **G**



BY DAN HENDRIX

Developed and published by
EA Games
\$39.99
Available now
Racing
4 players
per race



PRO TIP: Don't even think about playing this game without a quality steering wheel. Seriously—it's the single biggest idea you can give yourself in *Motor City Online*.



PRO TIP: Most players use GTOs on the Fairgrounds because they're quick off the line, but the Bel-Air's better horsepower can be a boon in later laps.

Recommended
System Specs

Windows 95/98/ME/
2000/XP

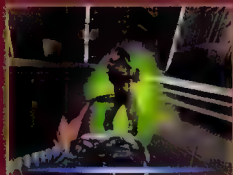
Pentium III
500 MHz

128 MB RAM

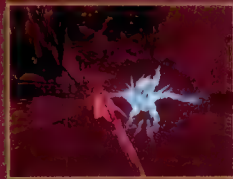
550 MB on HD

DSL/Cable modem

ALIENS VS. PREDATOR



PROTIP: Predators are much stronger than Aliens, but Aliens have the speed advantage. You'll need that speed when the Predator sets off his nuclear self-destruct device.



PROTIP: Use the Predator's special vision modes only when you're sure which type of enemy you're hunting. Every other species will be virtually invisible.

THE THREE MOST dangerous species in the galaxy fight it out over a far-off planet. It sounds like a recipe for the perfect game, and *Aliens Versus Predator 2* comes extremely close.

THEY MOSTLY COME OUT AT NIGHT...MOSTLY...

AVP2 centers on a single planet, LV-1201. Aliens have bred there for thousands of years. Predators have hunted Aliens there for generations. Of course, humans have recently banded to disturb the local balance. These three species must engage in a battle for superiority over the planet.

AVP2 bests the original in just about every way. The difficulty has been turned so that it ramps up intuitively as the game goes on. Each species has special controls that handle really well, though the Alien's wall-crawling gets disorienting, and you'll want to remap some awkwardly placed keys.

This is definitely one of the best presented games for the PC. You've never seen the Unreal engine crank like this with incredibly detailed environments and well-designed enemies. The utterly perfect soundtrack delivers exactly the mood you want, from the smooth coolness of the Predator's snarl to the eerie silence of the Marine's plinking motion tracker. The Marine campaign is not for the squeamish; you'll spend a lot of time breathlessly awaiting clips into harmless wildlife that blipped into your motion detector.

I AM NOT OUT TIME TO BLEED...

AVP2 is one of the coolest PC shooters to come out in some time. As you play, you'll keep hearing, "This is so cool." Eying it in your mind—in those moments between mowing down waves of bugs and calming your violently beating heart.



PROTIP: Do as your mama told you and don't go jumping down strange holes. There's no telling how many floors alien blood will eat through.



PROTIP: When you get low on health as the alien, think of humans as food, not enemies. Try to carefully place their heads rather than wildly mow about and pecking.

GRAPHICS	SOUND	CONTROL	PLAY FACTOR
4.5	5.0	4.0	4.5

Recommended System Specs
Windows 9X/ME
Pentium III 700
128 MB RAM
750 MB on HD

GHOST RECON



PROTIP: Enemies will immediately hear your weapons go off. Once they do, don't look for trouble-stay put and let soldiers come to you.



PROTIP: Position your sniper in front of a door, then have another man open it. Immediately switch back to the sniper to take out anyone who's inside the house.

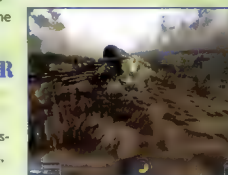
WHILE THE MUCH-ANTICIPATED follow-up to Red Storm's squad-based tactical series still deals out the same frustrating A.I., *Ghost Recon* nevertheless has been worth the wait as it produces an exciting and exhilarating wartime experience.

AN ARMY OF ONE LEADER

In *Ghost Recon*, it's the year 2008. You lead a group of elite Army Rangers nicknamed "The Ghosts" into a war-torn Russia. Your objectives: to rescue hostages, defend allies, and assault enemy soldiers

through 15 missions. You'll use real-world weapons and fight in environments that are disturbingly life-like. Indeed, the locales you visit are beautifully designed and complete with an array of various weather patterns, terrain, and scenery. It also doesn't hurt to experience all of this on a high-end PC and with your speakers turned all the way up for an adrenaline-pumped audio show of war effects.

BY FOUR-EYED DRAGON
Developed by Red Storm
Published by Ubi Soft
\$44.99
Available now
Action/strategy
1 player



PROTIP: Always have your sniper scout ahead. He can single-handedly take out just about all obstacles and clear a safe path for the rest of the squad.

GRAPHICS	SOUND	CONTROL	PLAY FACTOR
5.0	4.0	3.5	4.0

Recommended System Specs
Windows 9X/ME/2000/XP
Pentium 2/450 MHz
128 MB RAM
1 GB on HD

Ghost Recon's in-depth gameplay closely resembles that of the previous Tom Clancy games. You command a group of up to six troops that can be broken down into three squads. Before you start a mission, you equip them to your discretion, then on the battlefield, go into first-person mode for an ultimate FPS experience. You can now command your squads on the fly thanks to the slick, new heads-up display.

GLAD TO BE IN HARM'S WAY

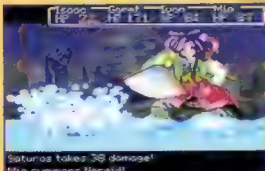
Ghost Recon does have its faults. Troops under your command can get stuck at sharp turns, and the game's Firing Arc option doesn't work well—you'll almost always notice enemies in front of you before any of your squad can see them.

Still, *Ghost Recon* is very much playable—and addicting. If you enjoyed *Rainbow Six* and *Rogue Spear*, then you shouldn't miss this.

Golden Sun

YOU MIGHT FIND it kinda strange that the strongest contender yet for Best RPG of the Year lives on the lil' ol' Game Boy Advance. You may think it's even stranger that Nintendo's first "official" GBA RPG looks so much like Sega's *Shining Force* series. But hey, we live in strange times.

While *Golden Sun* boasts all sorts of awesome stuff like super-streamlined menus, a fantastic musical score, some of the best graphics on the system to date, and hyper-fast-paced magic-intensive battles that will make you wonder where your GBA is getting such cool spell effects, all of that is just icing on this gloriously bright, old-school RPG cake. What makes *Golden Sun* truly shine is its great story, huge world, brilliant puzzles, and an intricate, well-tuned Psynergy system that enables you to do all sorts of nifty stuff like manipulate the environment and read other characters' minds. A must-have for anyone with a GBA and even a marginal interest in RPGs. 



PROTIP: If you have multiple Dinns of the same elemental type, put them all on "stand-by" in order to summon the game's most powerful gods.

BY STAR QINGO

- Developed by Camelot Software Planning
- Published by Nintendo
- \$34.99
- Available now
- RPG
- 2 players

GRAPHICS	SOUND	CONTROL	VALUE FACTOR
5.0	5.0	4.5	5.0



PROTIP: To get the Mercury Dinn in Xian, scare the water-bearing girl, then use Mia's Frost skill to turn the resulting puddle into an ice platform.

Wario Land 4

WHEN A PYRAMID containing exotic jewels is discovered in the desert, the insidious Wario embarks on a crusade to plunder the ruins for all its riches in *Wario Land 4*, the newest platform adventure starring Mario's archenemy. Boasting fantastic graphics and awesome transparency effects for water and fog, *Wario Land 4* pushes the Game Boy Advance to its visual limits. The action is always challenging and intense, as you have to collect jewel pieces that will open the next level, ignite a bomb, and then escape through a psychedelic vortex before you're caught in the explosion. The hazardous level designs don't make it easy for you: Each level is imaginatively designed and packed with a variety of traps, enemies, secret passages, and deadly obstacles that will keep your thumbs and your brain reeling.



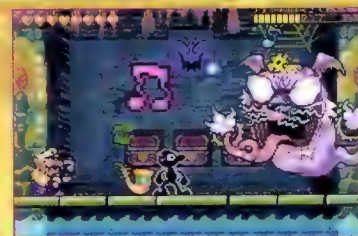
PROTIP: At the Toxic Landfill, be sure to catch and eat the fruit that the monkey throws at you. You'll gain weight and be able to crash through the stone blocks beneath you.

A rich and varied musical score (complete with real vocals!) and fun mini-games will delight those who thought they'd have to wait until next year's *Super Mario Advance 2* for a phenomenal 2D platform adventure on the GBA. 

BY PONG SIFU

- Developed and published by Nintendo
- \$34.99
- Available now
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	VALUE FACTOR
5.0	5.0	4.5	4.5



PROTIP: Pick up a weapon at the Item Shop before going up against Catbat for a much-needed edge.

Dark Arena

THIS ALARMINGLY GENERIC submission from the "Hey look, the Game Boy Advance can do first-person shooters!" department features 20 nearly identical-looking levels with inappropriately bright color schemes, gunshot effects that sound like a bored programmer going "Pshew! Pshew!" into a tape recorder, map designs that look like they were



PROTIP: If you find you can't open a door and no message appears explaining why, look for a red switch elsewhere in the level.

spit out by a Doom random-level generator, and "puzzles" that have you perform video game punch line tasks like "Find the Green Key!"

Still, despite its highly non-specific nature, *Dark Arena* scores for being a fun, smooth, fast-moving twitchfest with lots of cool-looking enemies to smite and plenty of weapons with which to smite them. It's a stupidly good way to kill time when your brain doesn't want to deal with puzzle games or high-concept SNES 2D platformer ports, and a four-player deathmatch link mode only adds to the potential carnage. The developers also decided to include a brightness option—something that would be welcome in more GBA games. Get *Dark Arena* once you've had your fill of Doom and want...well, more Doom. 

BY TIAH DINGO

- Developed by Graphic State Games
- Published by Majesco
- \$39.99
- Available January
- First-person shooting
- 4 players

GRAPHICS	SOUND	CONTROL	VALUE FACTOR
3.0	2.5	3.5	3.0



PROTIP: Don't be shy with the shootin'—you'll lose whatever weapons and ammunition you've collected when you go to the next level.

UNTAME THE BEAST WITHIN

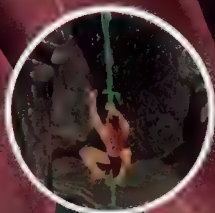
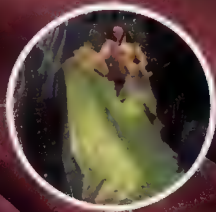
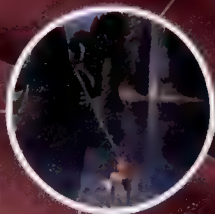
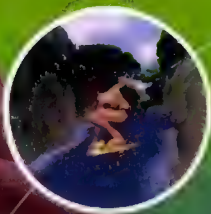
Bungee jump.

Water ski.

Surf.

Power-slide.

Get untamed.



Mild Violence



NINTENDO
GAMECUBE™
DECEMBER 2001



PlayStation 2
NOVEMBER 2001

Ubi Soft
www.ubisoft.com

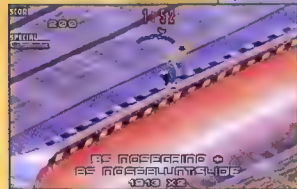
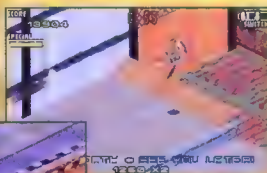
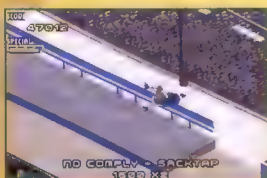
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- Developed by Vicarious Visions
- Published by Activision
- Target release date: Spring 2002

SAMUEL ALLEN

HANDS-ON

Skater 3 will pick up pretty much where THPS2 left off, polygons and all. The two-level playable demo still featured the music from the original game and was far from complete—but it showed promise. If you didn't get the hang of the $\frac{3}{4}$ perspective from the last game, you may find it even more difficult this time, as areas like the Foundry and Rio will be even more complex. **G**



- Developed by WOW Entertainment
- Published by THQ/Sega
- Target release date:
First Quarter 2002

Career Development

FIRST LOOK

LOOKING FOR A way to get rid of those unsightly zombies once and for all? While old, tried-and-true methods like immolation or a point-blank shotgun blast to the head certainly get the job done, there will soon be a kinder, more environmentally sound way to handle the undead: another corpse-killing breakthrough. Who showed us how bouts of



our posthumously reanimated former friends and loved ones. 🐼



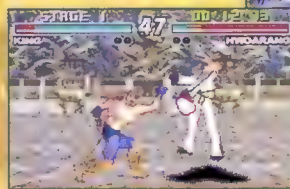
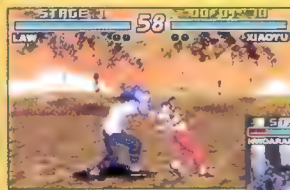
- Developed and published by Namco
- Target release date February

САНКТ-ПЕТЕРБУРГ

HANDS-ON

If *TEKKEN ADVANCE* doesn't convince you that the GBA is more magical than Doug Henning, then nothing will. The preview version looked and felt impressively close to *Tekken 3*, with just about as many special moves and combos that were easy to execute with the Game Boy Advance's two-button configuration. *Tekken Advance* will feature seven gameplay modes,

link cable play, nine fighters (sadly, Eddy and Lei won't be along for the GBA outing), and 100 percent pure punishment. 



- Developed by Marvelous Entertainment Inc.
- Published by Sammy
- Target release date:
First Quarter 2002

Gen. B. A. 127

FIRST LOOK

NK's MOST POPULAR franchise will live on despite the fact that the company is no more. King of Fighters EX, Neo Blood will find a home on the Game Boy Advance and retain an amazing amount of the arcade brawler's visual punch. The patented three-on-three format will be back, as will the Striker system, which will enable you to call for help from a fourth team member. You'll be able to choose from a loaded roster of 18 fighters and 10 Strikers to settle the score. **B**



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WORLD OF
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THERE IS A WORLD PARALLEL TO
OURS, WHERE THERE HAS
NEVER BEEN A BETTER TIME FOR
THE EMERGENCE OF HEROES.
ONES THAT ARE BRAVE...
ONES THAT ARE COURAGEOUS.
AND TO ANSWER THAT CALL
AND TO CHALLENGE THE FORCES OF
DARKNESS ARE TWO WARRIORS.
WELL, MAYBE ONE WARRIOR.



WHERE THE WORLD IS BORN



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E
CONTENT RATED BY
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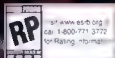


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Need for Speed: Hot Pursuit 2

A CLASSIC RACING series, Need for Speed has always been about peeling out in a diverse lineup of exotic sports cars. And, after a mishap with its last Porsche-only edition, the franchise is returning to the roots of its success for its PS2 debut. Need for Speed: Hot Pursuit 2 will bring back the cars and the cops as gamers will be able to slide behind the wheel of a Ferrari F50,



Lamborghini Murciélago, Porsche Carrera GT, McLaren F1, Dodge Viper, Chevrolet Corvette, and more than 14 other sleek rides.

Damage modeling will show the result of every scrape and collision, and you'll be able to earn some modifications, such as magnesium wheels—but since these cars will all be pretty sweet, upgrades won't be a big focus like they are in the Gran Turismo series.

The cops will come into play in Hot Pursuit mode as you battle traffic and the law to make it to the finish line. Mini-game-like challenges—avoiding damage, dueling another car, and so on—should provide plenty of variety. There will also be a career-style mode that offers an intriguingly fresh take on the genre: Instead of tackling cups and tournaments, you'll find a branching tree of races that lead to challenges and rewards, and you'll be able to pick your path to the tracks and cars that you prefer. The 12 courses will all be large circuits with alternate paths along eye-catching locales like the road to Maui's volcano. The mere phrase "need for speed" is enough to juice the adrenaline of most racing gamers, so if EA can live up to those hopes, Need for Speed: Hot Pursuit 2 could become one of the year's early favorites. **G**



BY AIR HENDRIX

- Developed by Black Box
- Published by EA Games
- Target release date: March



FIRST LOOK



FreeStyle

SSX MEETS SUPERCROSS

is a pretty succinct summary

of FreeStyle, the newest entry in EA Sports' Big line. Jammed with over-the-top tricks, attitude, and tattoos—lots of tattoos—FreeStyle's eight freestyle supercross stars (Mike Metzger, Brian Deegan, and more) will compete to rack up the fastest time while busting the sickest tricks. The nine outrageous tracks will range from Southwestern deserts with huge jumps to pristine gardens ripe for the wrecking. If the development team fulfills the potential of the very early preview version, FreeStyle might be one of the spring's hot rides. **G**



BY AIR HENDRIX

- Developed by Page 44
- Published by EA Sports Big
- Target release date: March



FIRST LOOK

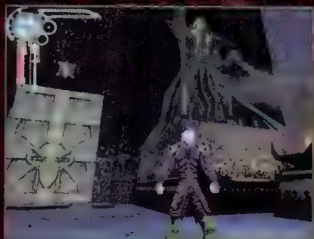


Legacy of Kain: Blood Omen II

LET THE BLOODLETTING begin anew as Kain returns in Blood Omen II. Four hundred years after he damned the world in the original Legacy of Kain, he finds his lands ruled by the iron fist of a mysterious figure who has forced the vampires from their homeland. Now Kain must re-conquer the land and

defeat armies of soldiers and hordes of demons.

Eidos touts Kain as "the most evil figure ever to grace a video game console," and Blood Omen II will enable you to revel in Kain's vampire nature. Every human in the game will be a possible health power-up, as you'll devour their blood in gory streams. You'll be able to take the form of mist, perform insane long-distance leaps, take control of the minds of your enemies, and use even more dark gifts to rattle the lands of Nosgoth. You'll also have the ability to pick up the weapons of fallen foes and use them in combat against the hapless mortals who stand in your way. Blood Omen II should give sinister gamers a thrill. **G**



BY DUNJIN WALTER

- Developed by Crystal Dynamics
- Published by Eidos
- Target release date: Spring 2002



FIRST LOOK



Blood Wake

BLOOD WAKE is making headway as it cuts a swath

toward the Xbox ocean. The title makes the game sound...well, vampiric, but it actually has to do with the story line's brother-versus-brother tale of revenge. You'll pilot 10 different types of warboats armed to the gills to complete 25 single-player missions.

The preview version sailed in with very slick "ship" physics that felt pretty cool. The high-powered warboats skipped across the surface of the water and sailed in slo-mo through the air à la Hydro Thunder whenever explosions crashed nearby.

There will be nine types of missions, including ship-versus-ship battles, escort duties, recon patrols, and ship-to-land attacks. The early stages in the preview disc served up challenging objectives—good thumb exercise—and long-distance to medium-range combat was a blast. Close-in ship-against-ship fights were a little tricky, requiring quick down-throats for tight turns and clam-slow backups.

Will you be the baddest boat on the ocean or crab food at the bottom of the bay? You might want to take a turn at the helm of Blood Wake to find out. **G**

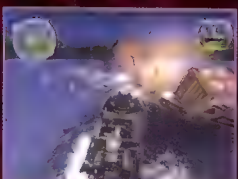
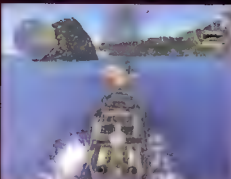
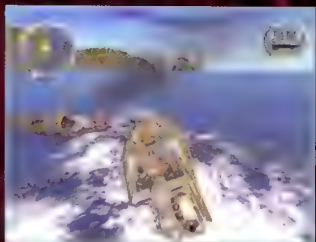
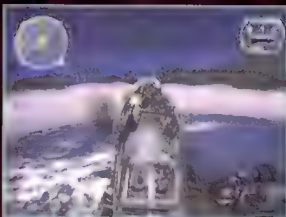


BY ATOMIC DAWG

- Developed by Stormfront Studios
- Published by Microsoft
- Target release date: January



UPDATE

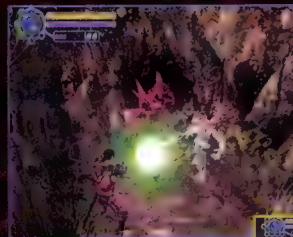


Genma Onimusha



WITH ONIMUSHA ALREADY a huge hit on the PlayStation 2, Capcom is enhancing the adventures of Samanosuke for the Xbox. Genma Onimusha will tell the tale of a lone samurai who's out to rescue a kidnapped princess from supernatural forces that have run amok in 1560 feudal Japan. Yet Genma Onimusha will avoid the pitfalls of a "straight port," with additional features over those of the PlayStation 2 incarnation. Although the game's narrative will remain unchanged,

Genma Onimusha will be swash in new play elements, such as extra hidden costumes and new areas. In particular, a tall tower challenge, similar to the Dark Realms, will have you battling several consecutive waves of monsters to net rare and valuable treasures. Other new tweaks will include a Soul Rope-Pulling System, where you'll "compete" with monsters for freed souls, and a new Burst Attack, which will transform stored soul energy into a deadly one-shot attack. The honorable quest will begin in late January. **E**



BY MAJOR MIKE

■ Developed and published by Capcom
■ Target release date: January



FIRST LOOK



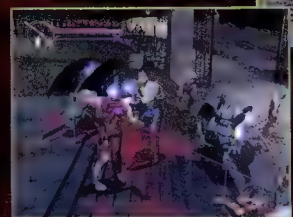
Hunter: The Reckoning



INTERPLAY IS KNOWN for excellent translations of popular tabletop RPGs, such as Baldur's Gate. This time, the company is taking White Wolf Games Studio's popular pen-and-paper RPG, *Hunter: The Reckoning*, and making it a hardcore, action bloodfest.

The world is secretly ruled by shadowy creatures of the night—vampires and werewolves who treat human beings like cattle. A mysterious force has given a handful of normal humans the power to become Hunters, who fight back against the forces of the night.

Deviating from the White Wolf RPG in structure—but not in style—The Reckoning will enable you to pick one of four Hunters and kick some undead ass. A slick combination of melee weapons and violent firearms will guarantee that you're never left unprotected. While you'll have enough weapons and moves to send the evil legions back to the grave, you'll also have access to magical Glyphs that make you only more of a badass. If you need help, you'll be able to enlist three of your friends for some four-player vampire-stomping action. **E**



BY DUNJIN MASTER

■ Developed by Digital Mayhem
■ Published by Interplay
■ Target release date: March

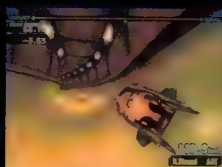


FIRST LOOK



NINE THRILLING EVENTS.

AND CURLING.



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2002**

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GAME BOY ADVANCE



PlayStation 2



Spider-Man: The Movie Game



BY PONG SIFU

- Developed by Treyarch
- Published by Activision
- Target release date: May

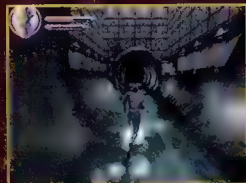


FIRST LOOK



IF THERE'S ONE title that looks like it will break the long-standing tradition of abysmal games based on movie licenses, it very well may be *Spider-Man: The Movie Game*. Developed by Treyarch—which is known for its Dreamcast ports of the first *Spider-Man* and the Tony Hawk's Pro Skater games—*Spider-Man: TMG* will follow the events of the upcoming Sam Raimi film, and then extrapolate from it by adding new story elements and villains, such as Shocker, Scorpion, and The Vulture.

Though it will be based on the same excellent engine of the first *Spider-Man*, *Spider-Man: TMG* will feature much more aerial maneuverability and an all-new aerial combat system for use against airborne foes. Spidey will also boast new web abilities, which will enable him to easily swing around buildings, change directions, and move vertically along web lines. The graphics already look superb, with beautiful textures and a vast, amazingly detailed free-roaming New York City. *Spider-Man: The Movie Game's* release will coincide with the film's May premiere. **B**



UFC: Throwdown



BY FOUR-EYED DRAGON

- Developed by Opus
- Published by Crave
- Target release date: First Quarter 2002

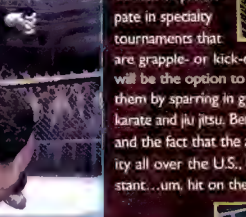


FIRST LOOK

THE VISUALLY BRUTAL and highly skilled combatants of the Ultimate Fighting Championship will once again show off their martial arts expertise for gamers. Previously, Dreamcast and PlayStation owners were knocked out by UFC's simple gameplay tactics and stunning graphics. The PlayStation 2 version promises to provide the same action plus more.

You'll be able to choose from 25 real-life brutes and battle in various game modes like Arcade, Tournament, Champion, and Career. You'll even

be able to participate in specialty tournaments that are grapple- or kick-only events. The highlight, however, will be the option to create custom brawlers, and train them by sparring in gyms and practicing fighting styles like karate and jiu jitsu. Between the look of these early screens and the fact that the actual UFC event is gaining popularity all over the U.S., *UFC: Throwdown* could be an instant...um, hit on the PlayStation 2 with fight fans. **B**



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A BASIC GUIDE TO THE MOUNTAIN



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"THAT WAS A NICE
TRICK."

FREESTYLE:
"DAG!"

ENGLISH:
"I LIKE YOUR
PANTS."

FREESTYLE:
"DAG."

ENGLISH:
"I THINK I'VE
FRACTURED MY
PELVIS."

FREESTYLE:
"DAG."

ampedTM
FREESTYLE SNOWBOARDING

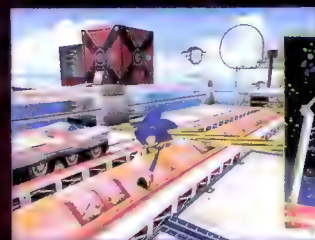
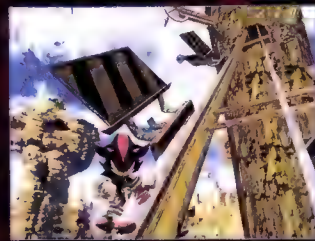
**STYLE ISN'T EVERYTHING...
JUST KIDDING**

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XBOX

Sonic Adventure 2 Battle

SONIC'S SECOND DREAMCAST excursion has been redubbed Sonic Adventure 2 Battle for its GameCube reincarnation—because the “Battle” will be the biggest change for Sega’s spiky, cobalt-colored avatar. While the Dreamcast version’s two-player modes were fun, they were kinda stilted.



a lack of variety in level selection. The GameCube edition aims to fix that monotonous problem with roughly a dozen stages for each of the two-player Racing, Hunting, and mech-battling Shooting modes; new characters like the giant robotic Chao Walker; and the option to select previously hard-to-get hidden characters, like Amy and Chaos, right from the get-go.

The still-early build of the game blazed in two-player mode (sorry, no four-player)—though apart from extra detail in the backgrounds and a lot less pop-up, thanks to the ‘Cube’s increased blast processing power, the game looked nearly identical

to the Dreamcast version. In fact, aside from the enhanced Chao Garden (which will enable you to transfer Chaos, eggs, and food to and from your GBA mini-garden even if you don’t own Sonic Advance), Sonic’s cerulean single-player song will remain pretty much the same. **B**

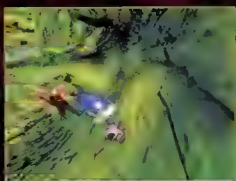


BY STAR DINGO

- Developed by Sonic Team
- Published by Sega
- Target release date: February

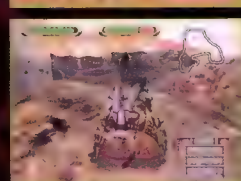
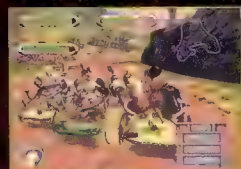


HANDS-ON



Circus Maximus

VIDEO GAMES ARE in desperate need of new ideas—you can play only so many copycat fighting and racing games before you crave something truly



unique. Circus Maximus is shaping up to be truly unique, blending chariot racing with gladiatorial melee combat. Call it Rome Rash.

You’ll be able to mix and match your chariot, horses, driver, and warrior from Amazon, Roman, Greek, or African cultures, and then race through seven ancient realms in bloody, brutal battles for first place. Players will choose to control both the chariot and its warrior simultaneously, or two players will share one rig for a wild co-op experience. Developer Kodiak has re-created landmarks and temples in all the right places. What’s more, the graphics looked quite impressive in the preview version, and the action was intense—you could ram opponents into rocks and over cliffs, or perform one-hit kills if you had the skills. The controls were pleasantly complex, so you should prepare for a small learning curve. A good idea with excellent execution, Circus Maximus certainly looks like it’s on the path to Xbox greatness. **B**



BY DAN ELEKTRIO

- Developed by Kodiak
- Published by Encore Software
- Target release date: February



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SEARS

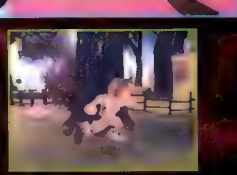
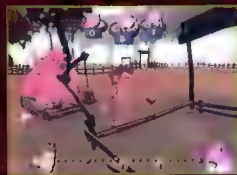


R5727283672#500

Herdy Gerdy



THE PEOPLE WHO brought you Lara Croft are hoping to tickle your fancy in another way with Herdy Gerdy. As Gerdy, you'll become a master herder in order to enter a tournament and embark on a quest to save your father from an evil spell. You'll have to apply all your herding knowledge—gained as the game progresses—to win. The preview version needed some work in the sound department, and the camera could have used some tweaking, but if you like corralling cute, little animals into pens and exploring large, mini-quest-filled environments, you just might want to join the herd. **B**



BY D-PAD DESTROYER

- Developed by Core Design
- Published by Eidos
- Target release date: February

HANDS-ON

Sled Storm 2

THE ORIGINAL SLED STORM was an underappreciated classic on the PlayStation, but if EA can deliver a repeat performance on the PS2, this series will probably vault to stardom. Sled Storm 2's arcade-style, snowmobile racing will go down in seven environments packed with secret shortcuts, alternate routes, bone-jarring moguls, and vertigo-inducing cliffs. The courses will be lined with destructible objects like buildings and signs, and driving your sled through them will build up your speed-boosting Storm meter. Now, the only remaining question is whether this sequel will bring back those cute little rabbits that were so hilarious to hunt down and mow over in the first game! **B**



BY AIR HENDRIX

- Developed and published by EA Sports Big
- Target release date: March

FIRST LOOK



Airblade

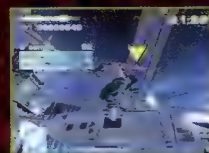
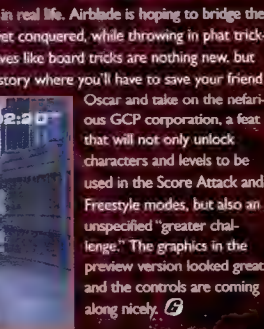
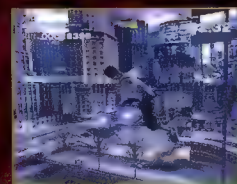
SADLY, HOVERBOARDS as seen in *Back to the Future*

Part II have yet to materialize in real life. Airblade is hoping to bridge the gap that technology has not yet conquered, while throwing in that trick-busting to boot. Level objectives like board tricks are nothing new, but Airblade will also throw in a story where you'll have to save your friend Oscar and take on the nefarious GCP corporation, a feat that will not only unlock characters and levels to be used in the Score Attack and Freestyle modes, but also an unspecified "greater challenge." The graphics in the preview version looked great, and the controls are coming along nicely. **B**

BY TOKYO DRIFTER

- Developed by Criterion Studios
- Published by Namco
- Target release date: January

HANDS-ON







PlayStation 2

ARE YOU IN CONTROL OF YOUR SHADOW?

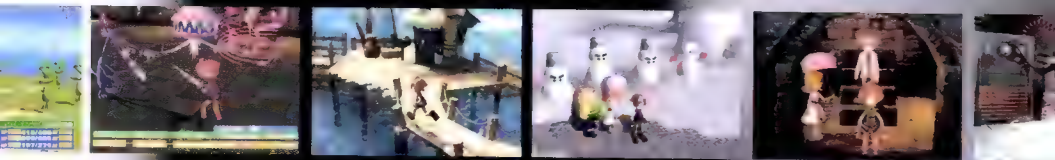
Don't be certain. At least, not until you meet Ari, a young boy from the village of Tenel who has lost control of his to the spirit of a 300 year old evil king. Now it's up to you to join him on a quest to help win it back. Along the way, solve puzzles, decipher mysterious clues and fight battles in a bizarre adventure that will test your wits, skill and make you question the proof of your own reality.



Comic Mischief
Mild Language
Mild Violence

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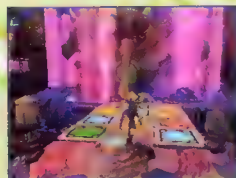
OKAGE
shadow king



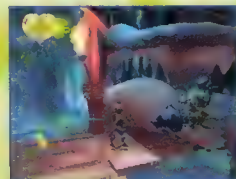


BY FOUR-EYED DRAGON

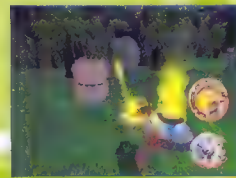
- Developed by Naughty Dog
- Published by Sony
- \$49.99
- Available now
- Action/adventure
- 1 player



A rainbow of extravagant colors paints Jak and Daxter as the next adventure masterpiece.



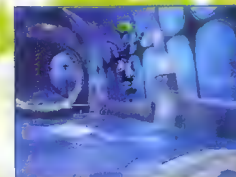
PROTIP: Attack this drill behemoth only after his drill malfunctions.



PROTIP: To find the hidden power cell in Mountain Pass, you'll need to activate the fire Eco in Snowy Mountain. Once you do, fire a shot at this gray rock, which will reveal the cell.



PROTIP: To deactivate a precursor blocker, perform a double jump and then a twisting attack to slide above the force field.



PROTIP: Continuously jump to move faster in water. This especially helps in the Lost Precursor City.

SONY'S NEWEST MASCOTS take center stage with vivacity as they serve up a genuinely gratifying adventure from start to finish.

SHAMELESS PROMOTION FOR ICO...ER, ECO

Jak and Daxter's story flows just as smoothly as its gameplay. Playing as Jak, you'll find your wisecracking friend, Daxter, has fallen into a pit of black Eco, which has transformed him into a scrawny, furry creature. The only way to help him is to find a mysterious mage who can turn Daxter back to his normal form. Along the way, you'll need to collect items like power cells that energize slick vehicles and precursor orbs, which are a form of currency with the local villagers. The items are scattered throughout a beautifully created world of lush environments, colorful backdrops, and sharp-looking locations.

Truly, Jak and Daxter's world consists of nothing but an astonishing amount of detail. Opulent in color and design, each area is craftily connected to the others. In fact, you can literally travel as far as the eye can see—there's hardly any draw-in or any other annoying fog effect that might dissuade you from moving forward. And every region consists of something totally different with its own eye-inspiring originality. Monsters aggressively move with ferocity, while Jak animates with distinct movements, such as walking differently in knee-high water or on slippery ice.

LEGACY OF THE BANDICOOT

Fans of Naughty Dog's previous creation, Crash Bandicoot, will notice some significant gameplay similarities. However, Jak still moves with finesse and some creativeness of his own. Simple button presses enable Jak to perform double jumps, spin attacks, and a hurtling uppercut. He can also drive a hovercraft and ride on top of a fiery bird with ease. Thankfully, though, Jak doesn't move on rails like Crash, so you can explore as much or as little as you want. Jak can also power up through different Ecos, which can enable him to have totally different attacks.

It's odd that Jak does all the work, while Daxter does all the talking. Still, what Daxter can't do in actions, he certainly makes up for in entertainment value with his wacky comments throughout the game. In fact, the voice-overs of the entire cast create a good dose of amusement throughout the adventure.

NEW JAK CITY

Welcome, Sony's new heroes. Jak and Daxter deserve much acclaim for their first—and hopefully not last—adventure, which is good enough to be enjoyed by everyone. **B**



the
PRECURSOR LEGACY

GRAPHICS

5.0

Jak and Daxter finely illustrates the PS2's ability to produce high-quality visuals. Creative level designs are full of colorful imagery that ranges from vivid backdrops to sharply animated characters.

SOUND

4.5

The game's subtle and upbeat background music is in tune at every turn. You can count on many laughs with a hilarious cast of voices, which also helps the game's overall Fun Factor.

CONTROL

4.5

Standard attacks like spins and aerial poundings are a cinch to pull off. The addition of different Eco power-ups produces more depth in the gameplay.

FUN FACTOR

4.5

Jak and Daxter: The Precursor Legacy will captivate you for hours. Its premise is straightforward, yet there's so much to do and see, along with some sizeable challenges that will test even the brightest adventure veterans.



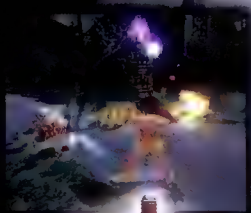
PROTIP: Stay on the floating platforms, or you'll be gobbled up by the big-toothed fishy.



PROTIP: Left of this glowing crystal, you'll find a Dark Eco Crystal at the bottom of a pool of water.



A HERO
WITH HIS HEART
IN THE RIGHT
PLACE.



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CAPCOM

PlayStation®2



Violence



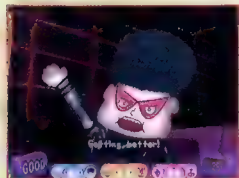
WITH ITS INFECTIOUS tunes and charming characters, PaRappa the Rapper for the PlayStation was one of the few original and endearing games. The long-awaited sequel finds the lovable puppy on the cutting-edge PlayStation 2 with yet another dilemma.

Don't Call It a Comeback

PaRappa's main squeeze, Sunny Funny, keeps cooking up noodle dishes, which has PaRappa clamoring for more variety. He doesn't want to hurt Sunny's feelings by not eating her dishes



and leaves to grab a good old fashioned burger. PaRappa unwittingly stumbles upon the secret plot of noodle domination, as there is no other food choice on the planet but...noodles!



Who is this devious looking character with the unkempt hair? Could it be the man behind the noodle mayhem!



If it's at all possible, the new characters are weirder than those of the original.



Chop Chop Master Onion once again steps up with the best song of the game and preaches love.

GRAPHICS 3.5
PaRappa 2 keeps the simple paper look of the PlayStation original while upgrading the effects and camera movements to take advantage of the extra processing power.

Noodle Conspiracy

To unravel the mystery and calm his stomach, the intrepid canine once again uses the gift of gab to spit rhymes over funky tracks. The controls work in exactly the same way as before, with button presses timed in accordance with onscreen instructions and the beat of the music. The game is much more forgiving this time out and encourages freestyling button taps to gain higher rankings. Freestyling is basically any extra button presses that are not specifically required to pass a level. A new practice option before each challenge gets everyone on equal footing, and the two-player mode is easily the best addition to the series.

Everyone from best pal DJ PJ Berri to Um Jammer Lammy's band Milk Can make appearances and look great. The 2D-paper look of the original has been retained—although it has been upgraded with better animation and shading effects. The only minor gripe is that it's too hard to watch all the wacky action while paying attention to the button instructions.

Peace, Love, and Music

The glue of the game has always been the music, and while not quite on par with the original, PaRappa 2 comes through with some satisfying melodies. The rhymes the teachers and enemies rap can change from game to game, adding an extra level of variety and difficulty.

PaRappa 2 doesn't break any new ground or even one-up its previous outing, but there should be a spot in your library and your heart for the always delightful hip-hop hound and his cast of offbeat friends. **B**



Hey, it's still all about love in PaRappa the Rapper 2. Oh, and music too—but really love.

SOUND 4.5
PaRappa 2's tunes aren't as toe-tapping or hummable as those of the first game, but they are still little treasures unto themselves.



BY TOKYO DRIFTER

Developed and published by Sony

\$44.95

Available now

Music/
rhythm
2 players



GRAPHICS

3.5

SOUND

4.5

CONTROL

4.0

FUN FACTOR

4.0

PaRappa the Rapper 2



Lammy makes a nice cameo, but unfortunately doesn't have a jam session with PaRappa.



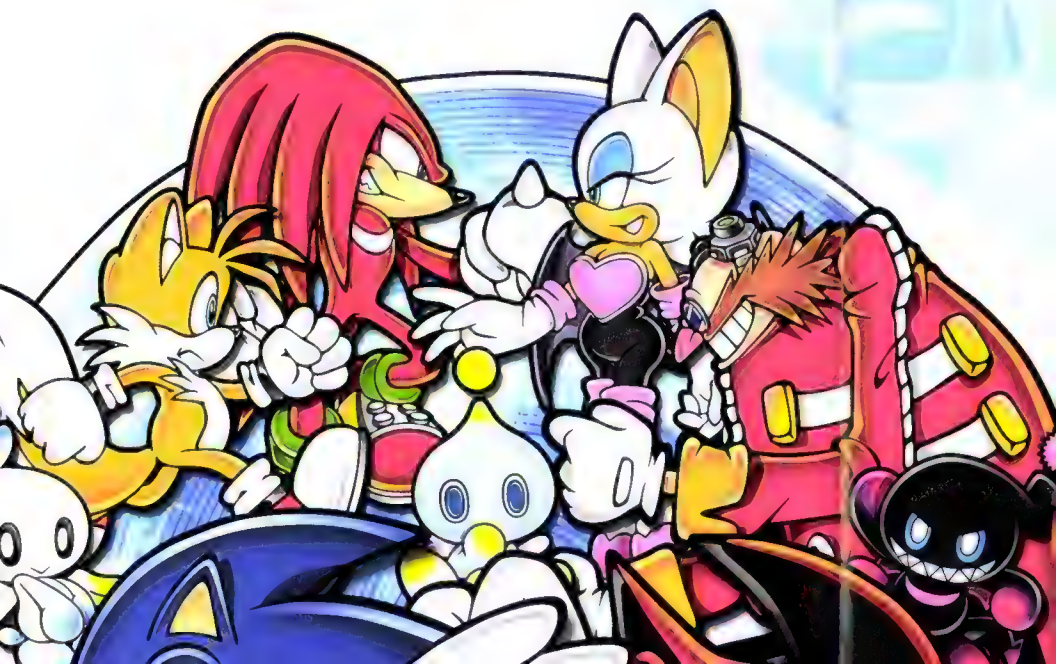
PRO TIP: When freestyling, use only the buttons onscreen or you'll get a bad grade.

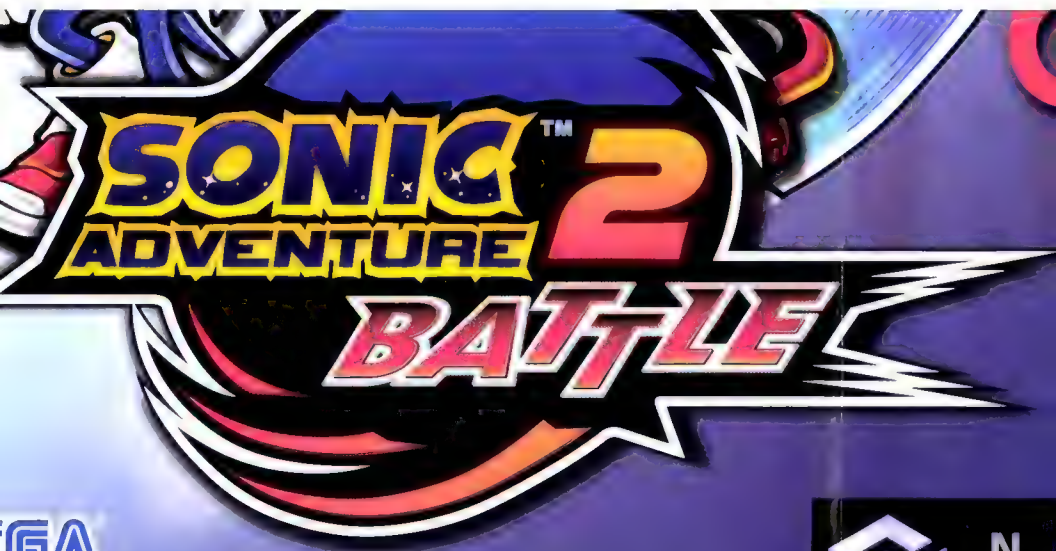
CONTROL 4.0
The basic tapping of the buttons works just as before, but the level of difficulty has been lessened, making timing less strict.

FUN FACTOR 4.0
The addition of two-player modes makes PaRappa more of a party experience and extends the game's life beyond novelty. The story is just plain weird, but it's still a great hook.

the world's fastest
edgehog arrives on the
Nintendo GameCube™

B





GA



2002

February							March							April						
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October

e Showdown Begins.





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Sneak Previews	All / Some / None	1	2	3	4	5
PlaySmart	All / Some / None	1	2	3	4	5
PlayStation 2 ProReviews	All / Some / None	1	2	3	4	5
GameCube ProReviews	All / Some / None	1	2	3	4	5
Xbox ProReviews	All / Some / None	1	2	3	4	5
PlayStation ProReviews	All / Some / None	1	2	3	4	5
Sports Pages	All / Some / None	1	2	3	4	5
Role-Player's Realm	All / Some / None	1	2	3	4	5
ProStrategy (Final Fantasy X)	All / Some / None	1	2	3	4	5
ProStrategy (Halo)	All / Some / None	1	2	3	4	5
Code Vault	All / Some / None	1	2	3	4	5

2. What game systems do you currently own?

☐ PlayStation 2	☐ Dreamcast	☐ Macintosh
☐ GameCube	☐ Nintendo 64	☐ G3/G4/Mac
☐ Xbox	☐ Game Boy Advance	☐ NeoGeo Pocket
☐ PlayStation	☐ Game Boy Color	☐ Super NES
☐ PS one	☐ PC Windows	

3. What game systems do you plan to buy in the next 12 months?

☐ PlayStation 2	☐ PS one	☐ Game Boy Color
☐ GameCube	☐ Dreamcast	☐ PC/Windows
☐ Xbox	☐ Nintendo 64	☐ Macintosh
☐ PlayStation	☐ Game Boy Advance	☐ G3/G4/Mac

4. Please indicate which of the following publications you purchase or read at least six times per year.

☐ Electronic Gaming Monthly	☐ Next Generation	☐ PSE2
☐ Game Now	☐ Nintendo Power	☐ PSM
☐ GamePro	☐ Official PlayStation Magazine (OPM)	☐ Tips & Tricks

5. Would you like to see more editorial on the following:

Anime	Yes	No
Arcade Games	Yes	No
Board Sports	Yes	No
Clothing/Fashion	Yes	No
Comic Books	Yes	No
Console Games	Yes	No
Consumer Electronics (DVD, MP3, etc.)	Yes	No
Entertainment News (Music, Movies, TV Shows, etc.)	Yes	No
Handheld Games	Yes	No
Hardware	Yes	No
Online Games	Yes	No
PC Games	Yes	No

6. What games would you like to see ProStrategy Guides for?

7. How did you get this copy of GamePro?

☐ Subscribed
☐ Purchased at the newsstand
☐ Other _____

8. Have you ever visited the GamePro Web site (www.gamepro.com)?

☐ Yes ☐ No

9. If yes, please rate each of the following from 1 to 5 ("1" meaning very good, "5" meaning very bad).

Chat Rooms	1	2	3	4	5
Cheats and Strategies	1	2	3	4	5
Entertainment Channel	1	2	3	4	5
Navigation	1	2	3	4	5
Reviews and Previews	1	2	3	4	5
Site Performance (Load Speed)	1	2	3	4	5

10. Do you have broadband internet access from home (e.g. DSL, cable, T1)?

☐ Yes ☐ No

Tell us what you THINK!



GRAND THEFT AUTO III makes you an offer you can't refuse: Live a life of crime, reap the rewards, do not go to jail. It's unforgettable fun and pure action on the PlayStation 2.

Thugs 'R' Us

The gameplay in this third installment of the now infamous Grand Theft Auto series remains as addictive as ever. You play a criminal whose main skill is the ability to jack any kind of vehicle. To rise through the ranks of the underworld, you must commit felonies that range from racketeering to cold-blooded murder. This Mauree-rated premise revolves around adult situations that definitely aren't suitable for a young audience, though it amusingly satisfies any perverse fantasy you may harbor about participating in gang-related activities.

The visual and sound package is simply stunning. Instead of the top-down view of parts I and II, Grand Theft Auto III's metropolis appears in full 3D—complete with moving traffic and independently moving city dwellers. Plus, the gameplay occurs in real time, so you see the cityscape change from day to night with alternating weather patterns. The audio tickles your ears with cool music from nine major radio stations that you can tune in from any vehicle, and the voice-acting is exceptionally well done.

Crime Does Pay

The game's controls are tight, and you can drive an enormous variety of cars. Each vehicle handles differently, yet all are simple to maneuver. Best of all are the numerous mini-games that you can try at any time.

With so much to see and do, you'll never want to stop playing Grand Theft Auto III—even with its life of hard knocks. **G**



PROTIP: All around town, there are ramps you can jump with your vehicle to score extra cash, like the one on top of this parking garage.

grand theft auto III



BY FOUR-EYED DRAGON

- Developed by DMA Design
- Published by Rockstar
- \$49.99
- Available now
- Action/adventure
- 1 player



GRAPHICS	SOUND	CONTROL	VALUE
5.0	5.0	4.5	5.0



PROTIP: At the docks, the roof of this warehouse is the best spot to cover & snipe with the sniper rifle.



PROTIP: Need a fast car for the street race? Break into an auto store and find a speedster.



PROTIP: When you need to wreck Salvatore, block the entrance to his home so he can't escape. Then, use grenades to guarantee a successful hit.

DYNASTY WARRIORS 3



PROTIP: Use the close-up view of the map to head toward the heaviest concentrations of enemies.



PROTIP: Concentrate on taking out the main troop leaders instead of wasting time with the foot soldiers.

KOEI RETURNS WITH another helping of button-mashing historical warfare for the PlayStation 2. Dynasty Warriors 3 gives fans of the previous installment more of everything they enjoyed—and even things they didn't, like overly repetitive action.

Pretty Kung Fu

Dynasty Warriors 3 is one fine-looking game with dozens upon dozens of nicely detailed characters rampaging across the screen at any one time. The bland environments and slowdown in the later levels are the only minor flaws in presentation.

The sounds are topnotch. Voice-overs are done well, and the option of Japanese or English dialogue is great—although it would make more sense if the characters spoke Chinese. Battle sounds are appropriately dense, but they won't strike you as anything special.

The controls do a solid job of managing the action. New combo attacks add much-needed depth to the arsenal, but they still don't add enough variety to the moves to hold your attention when battling countless hordes.

History Repeats Itself

It would take weeks to unlock all the game's hidden characters and levels, making Dynasty Warriors 3 a bargain for your gaming dollar. Unfortunately, though, there's very little aside from aesthetics and weapon choices to distinguish the characters from each other, giving you little reward for the effort. A deeper RPG-like approach to character development would really go a long way to elevate Dynasty Warriors from a niche franchise to a truly classic series. As it is, Dynasty Warriors 3 is strictly for gamers who like their mindless action centered on Chinese historical events. **B**



BY TOKYO DRIFTER

- Developed and published by Koei
- \$49.99
- Available now
- Action
- 2 players



GRAPHICS	SOUND	CONTROL	VALUE
4.5	4.0	4.0	3.5



PROTIP: Be sure to save items in boxes and barrels until you're about to take on an officer or you're low on health.



PROTIP: Use your arrows to weaken the enemy from afar, but make sure allied generals are not in immediate danger first.



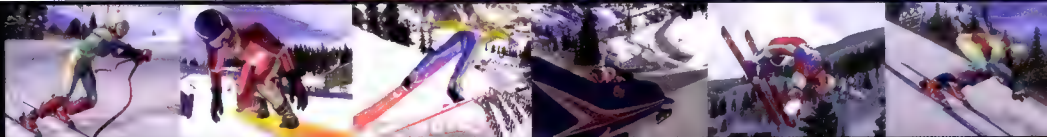
GOLD RUSH!



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Official video game of the Olympic Winter Games • Arcade multi-player action • Authentic Salt Lake venues

EVERYONE



AVAILABLE FORMATS



PlayStation 2

PC
CD

Published by
EIDOS
INTERACTIVE
eidos.com

AVAILABLE FORMAT

GAME BOY ADVANCE

Published by

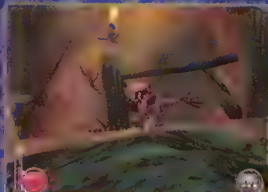
Ubi Soft
www.ubisoft.com

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Dragon II

BECKHAM II GREYS you as Ryan, who's burdened with an ancient dragon named Anah and burdened with finding a way to open the four dragon-gates in order to save the world. The phrase "Tomb Raider with a dragon" applies here: You'll spend most of your time exploring caverns, on foot and performing aerial acrobatics with Anah. While Dragon II's on-foot-raiding controls better than Tomb Raider, what you'll find in the game's horrendously monotonous dungeons make watching paint dry in terms of excitement.

The game looks nice with some okay/beautiful aerial dragon battles, and the sound of combat nicely brings you into the scene. The Fun Factor improves any time Anah is onscreen, but that doesn't excuse the endless wading through similar dungeons or similar dungeoneering experiences you can expect many a side quest to go unfinished. Toss in huge failures like idiotic AI and a limited number of human modes (townspeople for the most part, look alike), and you have a voyage to a novel genre that will provide a couple hours of entertainment, but that's about it. **C**



PROTIP: The game's AI is so simple that you can just "go right" behind enemies and take them out easily and safely with your sword and arrows.



PROTIP: Some battles are triggered by double-clicking and dodging to avoid your enemies' fire attacks, and keep jumping down a ledge, it does.

BY DUNJIM MASTER

- Developed by Surreal Software
- Published by Sony
- \$49.99
- Available January
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.5	3.0

Soldier of Fortune Gold Edition

MAJESTIC'S REINTERPRETING 2 part of Soldier of Fortune Gold Edition is the gimmicky gore and dismemberment of the PC original, but it suffers from both up and awkward console translation, making it a mediocre entry into the PlayStation 2's rapidly growing first-person shooter library.

Soldier of Fortune's decidedly liberal attitude on blood and gore can't carry the game beyond its outlandish graphics and unimpressive AI. Most of the game's look and sound is top-notch, but the gameplay is uninspired, while the "cinematic" music plays like an orchestra with a mad goal.



PROTIP: The shotgun shoots in a spread. Shoot between two enemies to wound them both, giving you time to take them out individually.

But how does it play? Long-time shooter vets will have trouble getting used to the controls, even if the aiming is solid. The super-slow mouse for console shooters, often gives you a false sense of control. Enemies are also not too smart, and they're slow-moving, making them easy to shoot them.

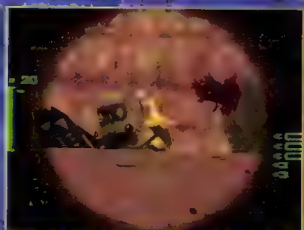
Still, with all its faults, Fortune is fairly fun for hardcore soldier types, but everyone else will just want to keep their Red Faction membership. **C**



BY D-PAD DESTROYER

- Developed by Raven
- Published by Majesco
- \$49.99
- Available now
- Action
- 4 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	4.0	3.5



PROTIP: Shoot the tanks on the backs of these soldiers and they'll explode, taking out anyone near them.

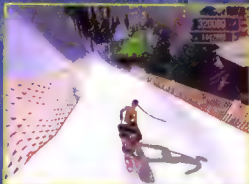
FIND OUT MORE ONLINE

Dark Summit

WAKE UP! THERE'S BEEN AN OCEAN OF OYCE! Dark Summit is a snowboard game, but it's not a snowboard game. Dark Summit sadly falls in every category.

Immediately, you'll notice the horrible music, it's just a series of beeping sounds. The graphics are also terrible, while the controls are a joke, while the game is monotonous. Even the overly long courses don't have a whole lot of graphical detail. Unfortunately, if you ever survive, your ears will certainly be hurting as you play. Threatening voices from enemies and self-affirmation comments are some samples from the game's pointiest soundtrack.

The gameplay could be improved, too. Meaningless, meaningless, meaningless. The entire game is just a series of button mashing. Performing basic stunts, however, is a chore. But the bizarre button combinations that are required to do outside tricks can be troublesome due to slow button response. The only saving grace to this miserable experience is that there are far better snowboarding games to buy for the PlayStation 2, like the PC titles and Cool Boarders 2001. **D**



PROTIP: Keep your eyes open for hidden vaults that are filled with money.



PROTIP: Let the ski patrol pass you (which is not supposed to happen), then slowly walk downhill until you're in the challenge.

ADDICT

Ultimate Fast Action. Drop into 20 of the world's hottest surf spots (12 of the world's hottest surfers have chosen to film on Huntington, like the video that made us the 2000 Summer Video King and Stone Island) to get the best off-roady, hot, testing, twisting, and funniest. It's a new way of surfing, like a game, but it's not. It's a new way. Add realism to your own surf life for the most complete surf game just join on the Internet. www.triworldgames.com



TRANSWORLD SURF

"I've guarantee you've never played a surfing game this fun..."

- Official Xbox Magazine

"...the best surfing experience in a game to date."

- IGN.com



Mild Violence
Strong Lyrics

PlayStation 2



INFOGAMES

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two heroes one hope

Tidus is a star Blitzball player.
Yuna is the daughter of a summoner.

Everything they know lies on the brink of destruction.

No one who joins them will ever be the same.



PlayStation 2

SQUARESOFT




FINAL FANTASY X



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Blood and Violence



SUPER SMASH BROS. Melee

THOUGH YOU MAY not have admitted it to yourself at the time, Super Smash Bros. Melee is the reason you bought yourself a GameCube. If you don't have any friends, you'd best figure out how to get some real quick.

The 2nd Annual Nintendo All-Star Celebrity Battlethon

Not quite a fighting game, not quite a party game, the original Nintendo 64 version of Super Smash Bros. was an absurd multi-player flurry of mallets, Pokéballs, decorative parasols, and all of Nintendo's key franchise characters. It was ridiculous...and, assuming you had people to play with, ridiculously fun. Don't mess too much with a good thing, so goes the Nintendo philosophy—just add a bunch more crazy crap to it, and everything will work out fine.

Entropy and The Arts

Super Smash Bros. Melee's core elements—moves, stages, and rules—have been ripped directly from the N64 version, though Melee goes the extra mile by including an entire game's worth of new stuff to accompany all the GameCube-enhanced old. Melee's strictly 2D controls are nearly identical to those of its N64 counterpart, too, meaning you'll encounter the same frustrating hurdles in turns and Smash-move timing until the game eventually "clicks."

Melee's graphics are ungodly gorgeous, and gone is the eyestrain associated with the N64 version. The animation is masterful, and some levels will confound you with their complexity as floors melt away and giant chunks of architecture morph, rotate, and disappear. The music features brilliant re-mixes of already-classic Nintendo themes: the sound effects seem huger-than-life; and little touches like how Pikachu's voice deepens when he embiggens just prove that Nintendo had absolutely no intentions of just slapping together a multiplayer party title for its newly released next-gen system.

How To Win Friends and Influence People

The game's biggest weakness is still its one-player mode. While there's increased variety in the bonus stages, more "human" AI, and tons of secret trophies, the two new Event and Adventure modes aren't fleshed out enough to make you want to play through more than once. Still, Melee is the most complete multiplayer package to date: absurd, wild, and wickedly fun with more variety and longevity than the ancient gods of Olympus. Got a GameCube? Got some friends? Then what the hell are you doing still reading this stupid review? **B**



PROTIP: Unlock Ganondorf by defeating him in Event Match, Level 29.



PROTIP: When Kraid swipes his claws, make sure you're not near an edge... the world is about to turn on its side.

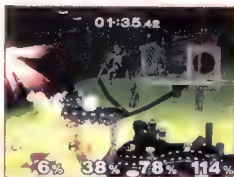


PROTIP: In Adventure mode, keep an eye out for hard-to-spot trophies dropped by downed enemies.

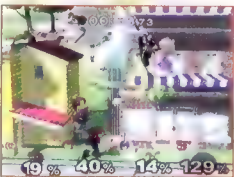


BY STAR DINGO

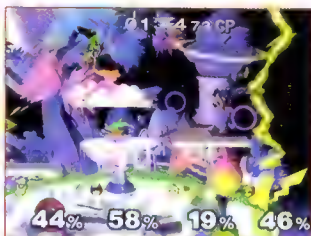
■ Developed and published by Nintendo
■ \$49.99
■ Available now
■ Party/
fighting
■ 4 players



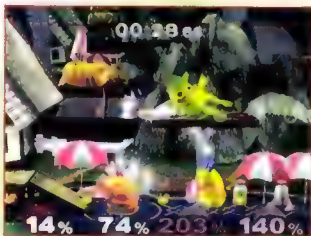
PROTIP: Take care when playing as Star Fox Falcon, or their "clones"—it's easy to accidentally jet off the screen with their special B moves.



PROTIP: With the exception of Ness and the Ice Climbers (if you lose Nana), every character can use their UP B attack to triple jump.



PROTIP: Weaken your opponents to around 150% with special moves, then SMASH! (simultaneously press in any direction with the A button) them out the side of the arena.



The only thing more preposterous than four Pikachus in festive party hats is four colossal Pikachus in festive party hats fighting in slow motion using only umbrellas.

GRAPHICS 5.0

An unbelievably gorgeous game with heretofore unheard of degrees of on-screen chaos. Try playing in Slow Motion mode to see just how fluid video game animation can be.

SOUND 5.0

Simply...smashing (sorry). Phenomenal sound effects with immense variety, great little touches like vocal pitch changes when characters change size, and tremendous reprises of almost every one of Nintendo's greatest hits.

CONTROL 4.0

Hard to learn, but easy to master...and almost identical to the original's. Little annoying quirks, like tricky quick turns and hard-to-perform Smashes, are overshadowed by intuitive moves that make complete sense once the game "clicks."

FUN FACTOR 4.5

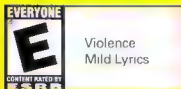
Score is for players with one to two friends. Increase to 5.0 if you have three or more friends. Drop to 3.5 if you're a hermit, Vulcan, or cannot produce the Human Fun Hormone.



COMING FEBRUARY 2002



SEGA



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PlayStation 2

A WARRIOR WORTH A THOUSAND!

DYNASTY WARRIORS 3



- ✓ BATTLEFIELD ACTION with over 20 Intense Stages and 40 playable Warriors!
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- ✓ Even more bone-crushing moves, and improved MUSOU Attacks!
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koei

www.koegames.com

TONY HAWK'S PRO SKATER 3



PROTIP: Combine your special tricks with the roll-in gap bonus on Skater Island's half-pipe for big points (and therefore medals). Milk the roll-in for all it's worth.



PROTIP: Your best chance for a high score on Rio Ruidus is to grind around the park, linking each ledge with manuals.

SURPRISE! TONY Hawk's Pro Skater 3

showed up on the GameCube in time for the system's launch after all. The incomparable Neversoft has pulled off another high-quality, last-minute miracle.

TONY HAWK³

If you've seen the PS2 version, you can easily imagine the GameCube port. Everything is just as gorgeous, featuring detailed levels and 14 realistically animated, customizable skaters. However, there's a price to pay for the high-resolution textures—you'll spot some dropped frames. It's not enough to ruin the fun, but it does distract from time to time.

The controls are sharp, but the controller itself is a bit tricky. Spin and revert are on the same button, so sometimes you'll perform the former as you attempt the latter. The audio is filled with more than 1000 lines of professional dialogue, and the mix of punk and hip-hop (Xzibit, Ramones, KRS-One) on the soundtrack keeps your adrenaline pumping throughout.

What's missing from the GameCube version, then, is the PS2's on-line play—a shame, since it brought so much to the replay value. Blame Nintendo: The company doesn't have its Internet gaming plans ready yet.

GLEAMING THE OVERUSED JOKE

That doesn't detract from the excellent single-player mode, however, which is stuffed with secret areas, insane trick lines, and varying goals for each skater. Plus, if you somehow manage to get bored, building custom skateparks is still as much fun as it was before.

Even without online play, GameCube owners won't be disappointed with Tony Hawk's Pro Skater 3 by any means. It delivers all the clever, addictive gameplay that a THPS game should, and in higher resolution than ever before. **G**



BY DAN ELEKTRIO

- Developed by Neversoft
- Published by Activision
- \$49.99
- Available now
- Skateboarding
- 2 players



GRAPHICS

SOUND

CONTROL

OVERALL

4.5

4.0

4.5

5.0



PROTIP: Don't forget that you can use reverts out of lip tricks as well as airborne vert stunts.



PROTIP: To stop the car chase in Los Angeles, you'll have to trigger the earthquake, then grind up the cable to the shattered freeway—and see what you can find there.

IF GEORGE MILLER (Mad Max) had directed old Warner Bros. cartoons, he may have created something like Cel Damage, an outrageous vehicular combat game whose visuals are harvested from classic animated shows.

TERROR TOONS

As one of six cartoon characters, each with his own vehicle, you'll acquire skill against other cartoons in hyper-fast deathmatches that are held in haunted churchyards, huge space stations, and croc-infested swamplands. You'll also have to be wary of the environments themselves by avoiding tornadoes, carnivorous plants, and bridges that retract while you're driving over them. The action is so feverish and your enemies so relentless that you'll almost welcome death and the brief respite it brings from getting sliced, bludgeoned, immolated, and squashed by giant axes, hammers, spring-loaded boxing gloves, freeze rays, and cannonballs.

Up to four players can battle it out at once in the game's multiplayer mode.



PROTIP: At the Temple of Boom level, knock away the stones that block the temple's entrance, and then drive inside the temple to find a special weapon.



BY PONG SIFU

- Developed by Pseudo Interactive
- Published by Electronic Arts
- \$49.99
- Available now
- Action
- 4 players



GRAPHICS

SOUND

CONTROL

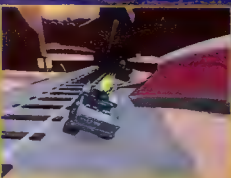
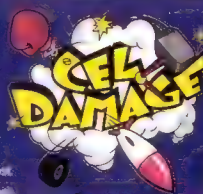
OVERALL

4.5

4.0

4.5

4.0



PROTIP: Axes, chainsaws, and hammers will take out your opponents in one shot.

DUCK AMUCK

By creating a world that defies almost every law of gravity and Newtonian mechanics—and populating it with quirky characters like the demonic Sinder and Fowl Mouth, a duck with a penchant for Raymond Chandler-esque drive—Pseudo Interactive has captured the manic essence of old Looney Tunes cartoons. Each character spews snappy dialogue and boasts humorous animations, while vehicles lurch and wobble like rubber. The intuitive controls enable you to pick up and play, though navigating some of the tighter spots can get frustrating. Players used to Twisted Metal: Black's immense levels may find Cel Damage's too confining and get bored after unlocking them all, which won't take more than a few hours. In no other game, however, will you be cleaved in half by a bull who screams, "Long live vegetarianism," and love it like in Cel Damage. **G**



PROTIP: Each vehicle handles differently, and you'll have to find the one that fits your playing style like best. Violet's ATV is sure to handle great.



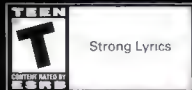
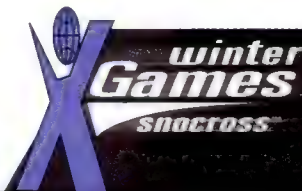
**BREAK OUT IN A
REALLY COLD SWEAT.**



WINTER X GAMES GOLD MEDALIST
Tucker Hibbert

ESPN Winter X Games Snocross lets you grab the handlebars, fly off kickers, and roost into real snowmobile racing. You choose from 6 real pro racers and compete against the top sled slingers out there. Featuring hidden shortcuts and variable weather conditions for any full-throated appetite. Need to step it up a notch? Hit the hole-shot in X Games Mode, where you can sweat your way up to the pro level and capture the gold medal.

TUCKER HIBBERT, NATHAN TITUS, DENNIS ECKSTROM, JUSTIN TATE, TREVOR JOHN, & YUJI NAKAZAWA.



PlayStation 2





BY GUY KLESTRO

- Developed and published by Microsoft
- \$49.99
- Available now
- Snowboarding
- 2 players



GRAPHICS	SOUND	CONTROL	GAME FACTOR
4.0	4.5	3.5	4.0

amped

FREESTYLE SNOWBOARDING



WILL AMPED: FREESTYLE SNOWBOARDING get you amped? Maybe—it all depends on how seriously you take your snowboarding.

Snow Business

Amped is definitely a serious game for serious snowboarders—the attention to detail, the realism, and the complex but rewarding gameplay are all a bit more technical than in most other snowboarding games. So are the goals: At various times, you'll have to impress the media, beat the point totals, show off for the potential sponsors, and eventually challenge the pros on their own turf.

Optimized versions of runs from resorts like Brighton and Stratton highlight the proceedings; you'll find everything from carefully planned parks to wide-open natural environments. The appearance of other riders on the slopes joins some nice snow and fog effects to boost the realism even further.

Visually, the game's clean and bright, and the enormous soundtrack encompasses electronica, punk, and hip-hop. If that's not enough, you can rip your own tunes and stream them off the hard drive while you play.

However, it's the controls that will give players pause. Tricks that you should be able to pull off simply fail too often. There seem to be a few collision problems, too, which you'll notice when trying to grind objects. The controls are fairly fixed—you choose from two configs, and that's it. Furthermore, you'll sometimes feel like you're fighting the game's physics (though it gets more comfortable with practice). Is that a realistic simulation of snow or just bad design? It's hard to tell.

Frosty Fun

Microsoft has nothing to be ashamed of with Amped—it's a solid, enjoyable snowboarder with a fairly high difficulty factor and lots of gameplay. However, its challenge won't appeal to everyone—and gamers should expect some stiff competition when SSX Tricky hits the Xbox. **B**



PROTIP: Get in the habit of hitting the media photo points whether you need that goal or not—they're usually the best trick spots anyway.



PROTIP: When you're doing a run with a pro, hang back to give yourself time to prepare. It's not a race, so don't get ahead of him.



PROTIP: Return to the gear menu every so often to see what you've unlocked—there's often a performance boost in the upgraded equipment.



PROTIP: Snowmen are often hidden behind ramps and in dumps of trees. Keep an ear tuned for their cries of "Hey, amigo!"



PROTIP: For max points, combine two grabs on double flips or land your jump with a rail grind.

Test Drive Off-Road: Wide Open

Microsoft's game of the PS2 game, this is the Test Drive Off-Road.

Driving loaded cars from Jack Chevies and Dodge around mountainous roads.

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drivers make the circuit checkpoints, and you'll be even more challenging. The power rock/metal soundtrack makes this aggression work. Nice graphics touches include rock styles, moving trees, and destruction effects. But the texture flow in and object pop-up on the horizon are just signs of laziness in porting—all the mistakes from the PS2 version are still here, too.

Four controller configurations offer what you need, too, and technicians can angle the car for a perfect landing with the right analog stick—a neat trick that adds some depth to the series. Test Drive Off-Road: Wide Open is tight and enjoyable, even if it doesn't take advantage of the X factor. **B**



BY DAN KLESTRO

- Developed by Angel Studios
- Published by Infogrames
- \$49.99
- Available now
- Racing
- 4 players



GRAPHICS	SOUND	CONTROL	GAME FACTOR
3.5	4.0	4.0	4.0



Microsoft's game of the PS2 game, this is the Test Drive Off-Road.



Microsoft's game of the PS2 game, this is the Test Drive Off-Road.

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UNFAIR ADVANTAGE



STAR WARS: OBI-WAN plays in the same mindless hack-n-slash vein as Jedi Power Battles, only with slightly better visuals and cooler Force powers. In fact, Obi-Wan boasts one of the best representations of the Force to ever grace a console—and having the freedom to toss enemies, disarm them, or hurl inanimate objects at them will inspire you to come up with creative ways to destroy them.



PRO TIP: Inside the galactic, use the ion grenades to short-circuit the battle droids before going in for the kill.



PRO TIP: Though the training arenas are designed to test your fighting prowess, the best way to clear them is to hack away at your opponent from an angle.



PRO TIP: Hurl tougher enemies to the ground with the Force, then smack them when they're down. Yes, it is unbefitting of a Jedi, but it does get the job done.

Swinging your lightsaber with the right analog stick is an innovative control scheme, and though it feels great, given the stick's pressure-sensitive nature it had more potential. Simple strafing would have been preferable to Obi's clumsy acrobatics, and the sloppy, inaccurate controls require too much work for a game so shallow.

Obi-Wannabe
Besides some cool water effects, Obi-Wan's graphics are substandard. The models are blocky and the animation is rigid, while the texture mapping is some of the flattest to appear in any Xbox game. Crushing slowdown plagues action-heavy scenes, frequently turning the game into a Phantom Menace View-Master.

Lightsaber effects, blaster sounds, and everything else sampled from the films are obviously topnotch, while the sound effects recorded exclusively for Obi-Wan are negligible. The voice-acting is so hilariously bad that you'll choke after hearing Obi's nasally Glaswegian accent. The music is the usual assemblage of leitmotif strains culled directly from the scores of the Star Wars films.

Phantom Menaced
If you enjoyed Jedi Power Battles, you might dig Star Wars: Obi-Wan since it does immerse you in the *Episode I* milieu despite its many shortcomings. Otherwise, let's hope that the impending slew of *Episode II* titles will contain deeper and more rewarding games. **B**

Phantom Menaced

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PRO TIP: Use the Force to hurl the torches at the Tusken Chief. Then, when his energy is low, cut him down with your lightsaber.



BY PONG SIEU

- Developed and published by LucasArts
- \$49.99
- Available now
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	GAME PACE
2.5	3.5	2.5	2.5

STAR WARS OBI-WAN

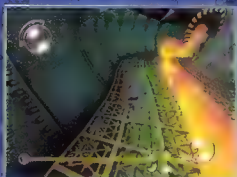


PRO TIP: Follow Qui-Gon Jinn. He will show you the way.

Mad Dash Racing

REMEMBER THE PLAYSTATION game *Running Wild*? No? There's a good reason: The funny animals in foot races never made us feel forced to play. So, Mad Dash Racing for the Xbox takes a somewhat different approach: It's a character game without likeable characters.

Several funny characters—a velociraptor, a kangaroo, and a porcupine—compete through jump, climb, swim, and slide their way through colorful fantasy tracks, grabbing power-ups and tackling each other along the way. The bright visuals look colorful and a little weird—sort of what Tim Burton would create if he suddenly became funny. However, animated hijinks deserve longer tunes, not bad-ass, out-of-place techno beats from Fatboy Slim and Crystal Method. The rewardingly varied controls are the game's best asset: swimming through lakes and scaling slippery rock faces adds some enjoyable manual dexterity to the forward repetition.



PRO TIP: Save your ribbon of Pain for tight tunnels and corridors as competitors begin trouble avoidance.

However, for all its shiny visuals and four-player races, Mad Dash Racing shows nothing more than a scorecommercial string. The story is animals without an agenda, and as a result, the game is just a rental. **C**

However, for all its shiny visuals and four-player races, Mad Dash Racing shows nothing more than a scorecommercial string. The story is animals without an agenda, and as a result, the game is just a rental. **C**



BY DAM ELEKTR0

- Developed by Crystal Dynamics
- Published by Eidos
- \$49.99
- Available now
- Racing
- 4 players

GRAPHICS	SOUND	CONTROL	GAME PACE
4.0	3.0	4.0	2.5



PRO TIP: Take a slider character on the right-hand route midway through The Village to snag this medal on the skill path.

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NIGHTCASTER

DEFEAT THE DARKNESS

YOU ARE ARRAN, a young wizard who must discover his magical powers and defeat the NightCaster, an evil sorcerer who has shrouded the entire land in night. Along the way, you must master the four elements of magic (Fire, Water, Light, and Dark). Sounds like the makings of a decent RPG, eh? Well, NightCaster isn't an RPG...though, what with all the magic and goblins and all, you'd be forgiven for thinking so.

Robotron 1084

NightCaster takes spell-slinging in the opposite direction of RPGs, becoming a trigger-twitching action game of fast reflexes and quick thinking with a strong element of tactics, too: If you use Fire against Water creatures, for example, your spell will do extra damage. Thankfully, all enemies are color-coded for easy dispatch, so you'll know to use purple magic against yellow wolves and red magic against blue slimes. The fact that you're making these decisions on the fly is what makes NightCaster difficult.

NightCaster looks like any number of first-generation Xbox games, with polished character models and environments lost in careless camera angles. The game is dark, so the color-coded creatures seem hokey and out-of-place.



PROTIP: The Light Rune regenerates your health at the cost of all your mana, so get somewhere safe, equip the Rune, and wait. Just be sure to unequip it before you go fighting.



	BY DUNJIN MASTER			
	- Developed by VR-1 - Published by Microsoft \$49.99 - Available now			
	- Action/adventure 1 player			

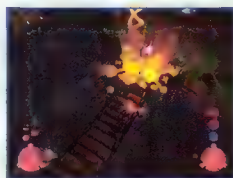
GRAPHICS	SOUND	CONTROL	VALUE
4.0	4.5	4.0	3.5



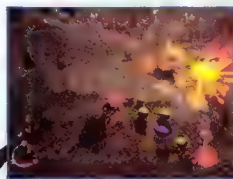
PROTIP: When fighting different types of enemies, use your largest spell. Vulnerable enemies will get slaughtered, and you can switch types to get the rest.



PROTIP: There's no shame in running, especially if it gives you enough time to switch to a more suitable spell or enables you to set traps with your Glyphs.



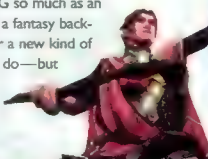
PROTIP: Get monsters to chase you, then cast Glyphs at chokepoints like this bridge. The monsters will run right into the Glyph trap.



PROTIP: Always go after the monster generators first. Killing them quickly is the key to avoid being mobbed.

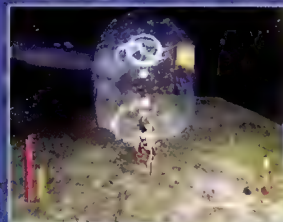
Spellslinger

NightCaster is not an RPG so much as an update of Robotron with a fantasy backstory. If you're looking for a new kind of shooter, NightCaster will do—but RPG fans, you're still in the dark. **D**



Azurik: Rise of Perathia

AZURIK: RISE OF PERATHIA is a third-person, isometric game with heavy isometric elements. As the main character, Azurik, you must defeat the evil sorcerer who has shrouded the entire land in night. Along the way, you must master the four elements of magic (Fire, Water, Light, and Dark). Sounds like the makings of a decent RPG, eh? Well, Azurik isn't an RPG...though, what with all the magic and goblins and all, you'd be forgiven for thinking so.



PROTIP: Combine your fire and water abilities to melt ice barriers.

Azurik is a third-person, isometric game with heavy isometric elements. As the main character, Azurik, you must defeat the evil sorcerer who has shrouded the entire land in night. Along the way, you must master the four elements of magic (Fire, Water, Light, and Dark). Sounds like the makings of a decent RPG, eh? Well, Azurik isn't an RPG...though, what with all the magic and goblins and all, you'd be forgiven for thinking so.

	BY PONG SIFU			
	- Developed by Adrenium - Published by Microsoft \$49.99 - Available now			
	- Action/adventure 1 player			

GRAPHICS	SOUND	CONTROL	VALUE
2.5	3.5	2.5	3.0



PROTIP: Different enemies are vulnerable to various elemental attacks. Use water abilities to get through fire barriers, and channel fire to melt ice barriers.



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Batman: Vengeance

BATMAN: VENGEANCE IS AN ACTION-packed hunt for the Joker and company through the mini-screen city of Gotham City, as inspired by the Warner Bros. cartoon show. The 3D visual and audio style is rough, and the cinematics are a blast—even if some camera views are awkward and some areas are a little too dark and muddy.

The workmanlike controls take some pain out of maneuvering the cam and manage the energetic, or, from Bat's side, the nimble flip-boogie third-person and first-person action, and Batman makes some cool moves, including long sliding leaps using his grapple and an awesome god-killer in a fall, a kick hand-to-hand, and fighting controls that are just simple, two-button prancing for kick and punch, but they're a few combos and power moves. The first-person action is more variable, using a Bat grapple that includes the Bat-grapple and, of course, Batarang.

There's much to praise about the fun, but think this game is better than the impressive game. If you're a fan, you might tackle this tale of the Dark Knight with a Vengeance.



PRO TIP: When the Joker slams you with the wrecking ball, press the right trigger to switch to first-person mode and stand by the tower. When the ball hits the tower, toss Batarang at him.



PRO TIP: To fight the Joker hand-to-hand, counter punch by pressing B to block his blows and then hitting X and Y for a punch/kick combo.

BY THE MAN IN BLACK

- Developed and published by Ubi Soft
- \$49.99
- Available now
- Action/adventure
- 1 player



4.0

4.0

3.5

3.5

Airforce Delta Storm

AIRFORCE DELTA STORM seems like a decent cover for the classic camp in Airforce Delta Storm, a decent—albeit generic—warrior for the Xbox. Despite heavy draw-in and for Airforce



PRO TIP: When attacking enemy bases, be sure to take out the main towers first.

Delta Storm looks great, with exact plane models, smooth animation, and natural, realistic environments, while the cacophony of roaring engines and gunning explosions makes up for the abysmal 1980s rock soundtrack.

Konami provided two controls on the Xbox—Joystick and buttons. The novice player is designed for the pick-up-and-play game, while the expert controls enable sharper moves and more along with a more dynamic range of movement. Both modes suffer from awkward button mapping, but once you understand it, there's a more dynamic control scheme, just if the controls to be easy and precise.

The game's mission isn't getting the most from the air, and the point-by-point missions are slow missions that can last for a couple of hours. Despite a worthy battle for money, the combat was slow and the mission before completing the mission.

BY PONG-SIFU

- Developed and published by Konami
- \$49.99
- Available now
- Aerial combat
- 1 player



4.0

3.5

3.5

3.0



PRO TIP: Don't waste your missiles on aerial carriers—they can easily be destroyed with machine-gun fire.

Kabuki Warriors

LIGHTWEIGHT HAS FORSAKEN the realism and finesse of Kengo for an arcade-style approach in its newest release, *Kabuki Warriors*. Controlling a group of sword-wielding Kabuki warriors, you travel through a series of stages and perform against rival duelist warriors. By avoiding the audience with your sword-fighting and dancing prowess, you earn money to finance your tour while trading performers to build a stronger troupe.



PRO TIP: Wait until your enemy completes his round of attacks, then move in for the kill.

Though a cool concept, *Kabuki Warriors* is ridiculously shallow. Between the overly simplistic fighting system and weak enemy AI, the game is way too easy to beat—you can successfully complete the tournament mode by doing nothing but mashing the A button. Despite beautifully outrageous character designs and ornate, woodblock print backdrops, the graphics overall seem bare and devoid of detail. The music is an odd juxtaposition of hard rock and dance beats with traditional Kabuki music, adding an offbeat touch to an uninspired effort.

BY IRON MONKEY

- Developed by Lightweight
- Published by Crane Entertainment
- \$49.99
- Available now
- Fighting
- 2 players



3.0

3.5

3.0

2.0



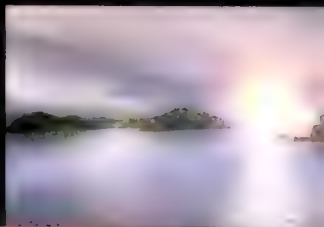
PRO TIP: Tadamob's special attack is deadly and very hard to defend against, so trade one of your fighters for him the first chance you get.

Out here,

amongst the clouds

and the sea,

a chain gun.



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XBOX



PLAYSTATION PROREVIEWS



BY MAJOR MIKE

■ Developed and published by
Capcom
■ \$29.99
■ Available now
■ Action/
adventure
■ 1 player



GRAPHICS	SOUND	CONTROL	VALUE
3.5	3.5	4.0	4.0

MEGA MAN IS almost as old as Mario, but the blue bomber has always remained in two gaming dimensions, pretty much doing the same thing he's been doing for a gaming eternity: two-dimensional platform hopping and enemy blasting. Mega Man X⁶ doesn't deviate from that formula, which is just fine for those gamers craving an old-school action title: others, though, may find this game stale, routine, and a little too retro.

Tried, True, and Replay Value, Too

X⁶ continues the story of Mega Man, a futuristic bounty hunter who can upgrade his mechanized body with weapons and other enhancements as he ventures through stages that include raging volcanoes and dark jungles. Imprisoned within each stage are several of the Man's colleagues, who, when found, yield additional power-ups and helpful items. This "treasure hunt" provides needed replay value, as does a Random Stage System where each level changes every time you make a repeat visit.

In traditional Mega Man fashion, each stage boss yields a new weapon that can be used with devastating effects on other bosses. Half the challenge of any Mega Man game has always been discovering the Achilles heel of each boss—for once that's done, you can pretty much dismantle anything in a matter of seconds.

Who's the Man?

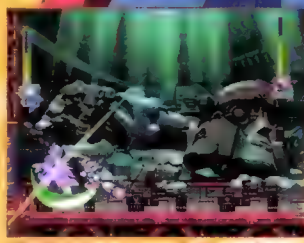
Mega Man X⁶ has all the trademark qualities of other entries in the series: Unspectacular 2D sprites do an adequate job illustrating the onscreen action, while the innocuous audio plays away to grinding rock-riff music. The simplistic controls are responsive and



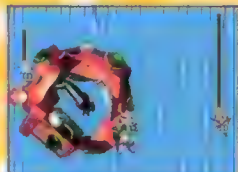
PRO TIP: To safely navigate the crushing ceilings of the Recycle Lab, equip Speedster for faster movement.

easy-to-learn—just be cautious of the double-tap dash that can easily launch you off a cliff when you try to creep to the edge of it. Ultimately, Mega Man X⁶ will appeal to fans of the series, but gamers looking for more than strict jump-n-shoot fare should look elsewhere. **B**

MEGAMAN X6



PRO TIP: When you stage Zero, attack him with the Z-Saber. If you win the battle, he'll be a playable character.



PRO TIP: You can make quick history of the giant wheels in the Magma Area. Simply unleash a Giga Attack the moment the wheel appears onscreen as it rolls toward you.



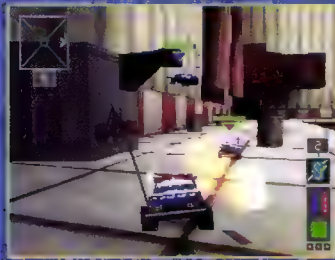
PRO TIP: When you start the game, complete the Amazon Area first; Commander Yammark is the easiest boss to defeat, and you'll net a special weapon.



PRO TIP: Keep an eye open for fellow Replidroids who need help and be especially wary of enemies who try to "convert" them into evil drones.

Twisted Metal: Small Brawl

It's hard to find a dirtier, more twisted Metal game than this most disappointing. Twisted Metal franchise, there again. Small Brawl reduces twisted the Symyx formula and replaces it with remote-control cars, enabling them to make a last on most golf.



PRO TIP: Enemies crash over, out if you can't control. Use that AI tendency to lure enemies can help fend off enemies that are the winner's not option.

oversee and become a part of neighborhood bully Billy Claymore's tournament. The "J.C." approach works well enough: Levels are cleverly designed, car work is fun in the misfires and bombs, and you'll find no super game where cars get mangled by a fan on wheels. However, it's the execution that fails. Laboriously slow gameplay leaves little to get excited about—there's no real sense of speed. The graphics are merely okay for a first-tier PS game, the controls work fine (aside, TM on TM: Black, your choice), and the music's not quite peppy wired-rock that fans of the series have come to expect. But if this is Twisted Metal's swan song on the original PlayStation, it's something of a shame. Small Brawl is far from complete, only—or gamers' best going to cars. **B**



BY DAN ELESTRO

■ Developed by Incog Inc.
■ Published by Sony
■ \$39.99
■ Available now
■ Car combat
■ 2 players



GRAPHICS	SOUND	CONTROL	VALUE
3.0	3.0	3.0	2.5



PRO TIP: Head-on crashes work well when you play as blower cars. If you have speed, use the wheels and spin, and use them as a shield.

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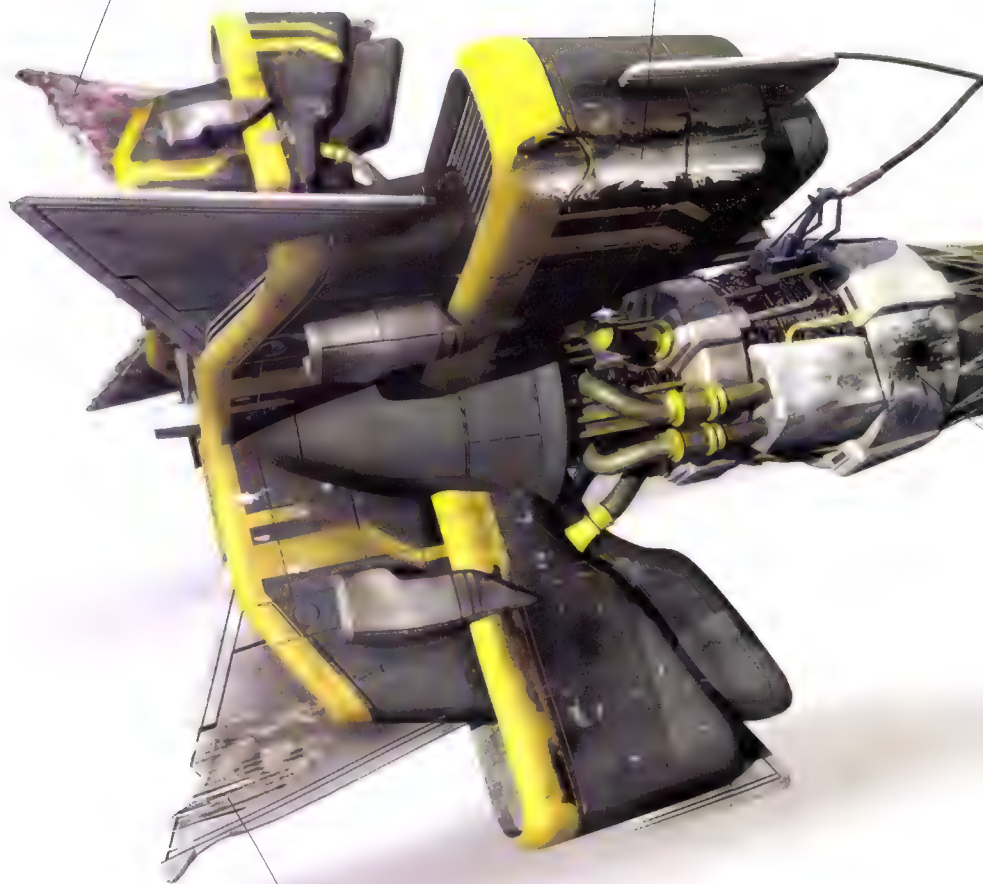


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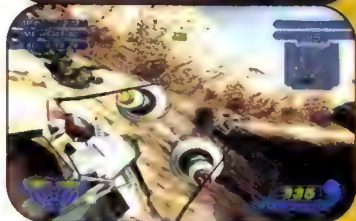
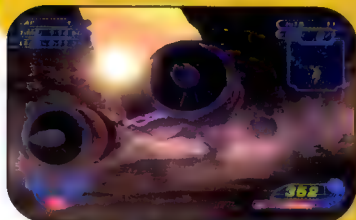
Turbo-boost slice between canyon wall and Oud Bolt.
Sullust.

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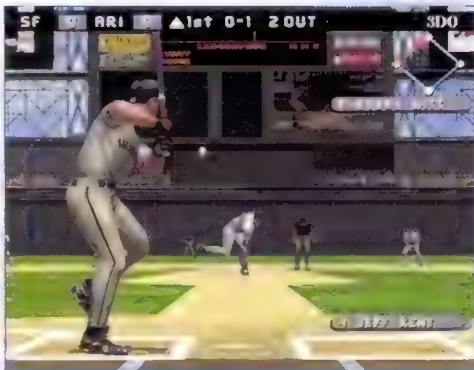
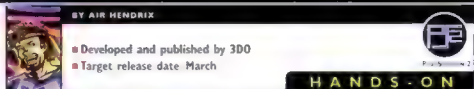
SP SPORTS PAGES previews High Heat MLB 2003

Diamond Details

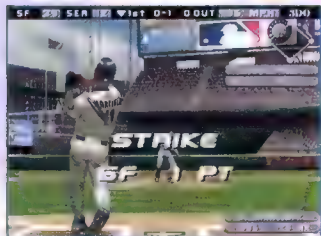
After High Heat 2002 scored big in the reviews but not at the cash registers, 3DO is hoping that High Heat 2003 will bring home both the critical and commercial bacon. Judging from a playable preview version, 3DO should start dusting off their bank account.

High Heat 2003 is well on its way to picking up the slack that was evident in 2002's graphics, sounds, and features. Right off the bat, you'll notice the sharp new player models and stadiums, which already gleam with souped-up details and smoother animations. Best of all, the occasional frame-rate hiccup during batters' swings has been fixed.

While the eye-candy factor probably still won't compete with Triple Play's wow power, the visuals will probably clock in at the respectable—but not breathtaking—mark. The two-man commentary and other audio is already greatly improved over last year's game, too.



With a slew of dazzling refinements and new features, High Heat 2003 already ranks as one of the top contenders for next season's MVP honors.

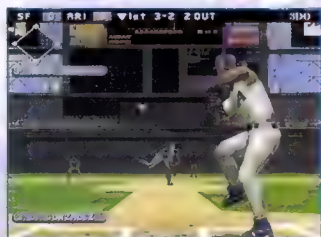


Mound Magic

Realistic, true-to-baseball gameplay is what garnered so much attention for High Heat in the first place, and it shined through just as strongly in the preview version. Sweet new features like batting practice, a home-run derby, fantasy drafts, a roster of unsigned free agents, injuries, a new cutter pitch, player creation, and the option to edit any player's abilities will nicely augment the gripping gameplay.

One of the cooler new features, though, doesn't exactly resemble real-life baseball. In the exciting 2 On 2 Showdown mode, each player will pick one pitcher and one batter, and go at it for one inning with no fielding or base running. Each side will earn points for strikes, balls, home runs, and so on—basically, it's a fast-paced mini-game that will be perfect for parties or quick bouts.

Baseball season is still a few months off, but true fans of the sport already have a lot to look forward to. It's hard to imagine another baseball game mustering enough good stuff to unsettle this promising heavy hitter.



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BY BROTHER BUZZ

- Developed by Visual Concepts
- Published by Sega Sports
- Target release date: January



FIRST LOOK

NFL 2K2

NFL 2K2 IS about to join NFL Fever 2002 and Madden NFL 2002 in the Xbox football derby, and if 2K2 maintains the quality that the franchise has demonstrated in its Dreamcast and PlayStation 2 games, a more formidable football trio will not exist for any other system.

2K2 for the Xbox will bring tight football gameplay and an entertaining presentation to the party. The signature 2K interface, which favors using the joystick for menu selections, will be in effect. NFL stars will be out in force since the PS2 game featured outstanding player facial models and the Xbox version is already showing off even cleaner graphics. 2K2 should also pump out powerful audio with situation-specific dialogue and a cool commentary that will recap earlier plays according to your controller moves.

However, what might really pack a wallop are the things you won't readily notice: For instance, on defense, hits will take into account momentum and real-life size—so bigger, faster guys will bring bigger, faster, and harder hits. You'll also see some fine animation mated with precise collision detection, which will make ballcarriers appear to actually turn their bodies to squeeze past blockers or defenders rather than run in place as they do in other games. Football is doing all right on the Xbox! NFL 2K2 should be a serious contender this year. **B**



Nintendo

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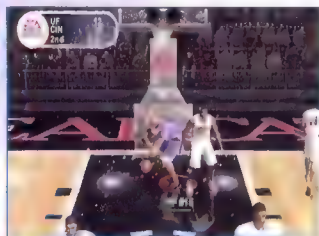
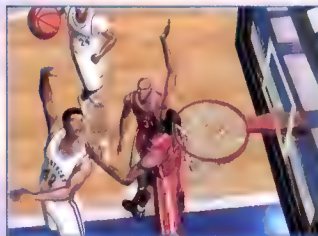


NCAA March Madness 2002

COLLEGE HOOPS FANS say nothing compares to the excitement, drama, and sheer athleticism of the annual NCAA single-elimination tournament, lovingly referred to as March Madness. EA Sports will once again try to capture that intensity in a simulation-style video game, and so far, it looks like the company has a good idea of how to pull it off. The fourth iteration of March Madness will feature 138 NCAA teams plus the ability to create your own squad, complete with uniforms, colors, and the court of your choice (field house or arena). You'll also find the things that often make college ball more exciting than the pro games—stuff like shattering backboards, easier three-point shots, and more steals than in the NBA.



As you play, the Momentum Meter will climb, giving your team more energy as the crowd goes nuts in your favor. And when the crowd gets rowdy, it will show it through trademark distracting chants—90 of which will be specific to certain teams, which should really bring an authentic feel to the game. The crew programming this year's March Madness is the same that brought NBA Live to life, so you can expect great things when this one hits the shelves. **S**

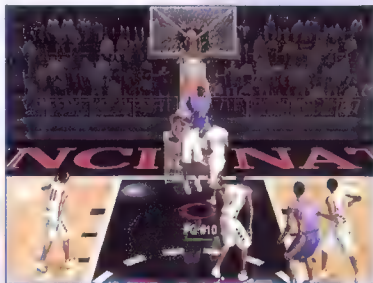


BY DAN ELEKTR0

■ Developed and published by EA Sports
■ Target release date: Winter 2003



FIRST LOOK



World Tour Soccer 2002



WHAT WILL IT take for the world's most popular sport to finally gain a foothold in America? 989 Sports will try to answer that with World Tour Soccer 2002, a sim-style offering that will be filled with 300 teams from around the world and a promise of realism at every turn. Bicycle kicks and 360-degree spins will join deep, season-based play on either a European national or international scale. Players will get emotional after red and yellow cards, while the crowd will get emotional over just about anything—you can expect team colors, cheers, and boos from the stands. You'll be able to get your kicks in February. **S**



BY RAD HARE

■ Developed and published by 989 Sports
■ Target release date: February



FIRST LOOK



THINK YOU CAN RIDE LIKE ME?



SHAUN PALMER'S PRO SNOWBOARDER



Take off anywhere at 8 real world destinations.



Force your opponent off the screen in the all new PUSH mode.



Real boards, real riders, real mountains, real attitudes.

"Shaun Palmer
is a dream come true."

—Game Informer, Dec '01

"...mad trickin' and two player fun."

—EGM, Jan '02

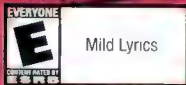
"...intuitive and challenging trick system."

—GameSpot, Nov '01



Season with one and some of the best pro riders including Terry Dandrea, Shaun White, Ross Powers, and others as you drop into 8 levels based on real world-class locales. With an insane trick style game-play, this video game is the ultimate snowboarding challenge. Still think you can ride like me? Well, strap up or strap off.

Features songs by Skunk-X, Papa Roach and Alien Ant Farm.



PlayStation 2



GAME BOY ADVANCE



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Tiger Woods PGA Tour 2002

EVER SINCE Hot Shots Golf last upped the ante, there hasn't been much excitement or innovation in golf gaming. This season, however, Tiger looks like he will (finally!) deliver both. The gem on this fairway will be the new two-player split-screen mode, Speed Golf. Forget the traditional rules—this is a frantic race to sink your ball, and along the way you'll take cash from your opponent for feats like being first off the tee, hitting the longest drive, and so on. The victor will even be able to tee off again and rack up more cash while the straggler finishes!

But Tiger won't abandon conventional golf, offering four PGA courses (Pebble Beach, Sawgrass, Royal Birkdale, and Princeville) and three fantasy courses (a South Pacific volcanic island, a canyon, and Tiger's Dream 18 in Antarctica). An RPG-style character-building Career mode will enable you to compete against pros ranging from Tiger to Justin Leonard to Vijay Singh, while the game's retooled analog-joystick swing and spin controls will aim to leave the traditional three-click swing in the dust. It's been a while since EA Sports' PGA series was anything to write home about, but this season the early scouting reports are most promising. **G**



BY AIR HENDRIX

- Developed and published by EA Sports
- Target release date: February



FIRST LOOK

Hot Shots Golf 3



HOT SHOTS GOLF 3 will retain all of the elements that fans of the series have come to love, from the deceptively simple yet addictive gameplay to the gigantic-sized heads. The game will take full advantage of the PS2 hardware, and each course will be packed with intricate background details, realistically rendered 3D terrain, real-time lighting, and dazzling water effects—all running at a solid 60 frames per second.

Also, you can expect more realistic ball physics with each shot responding just as accurately to wind trajectory and ground slopes as it will to the angle and power of your swing. You'll be able to upgrade your equipment and unlock new game options using the points you accrue by winning matches. The controls should be just as tight and smooth as in the previous Hot Shots games, the camera will be completely free-roaming, and the grid-based aiming system will be tweaked, enabling for more accurate shots. Hot Shots Golf 3 will arrive stateside this winter. **G**



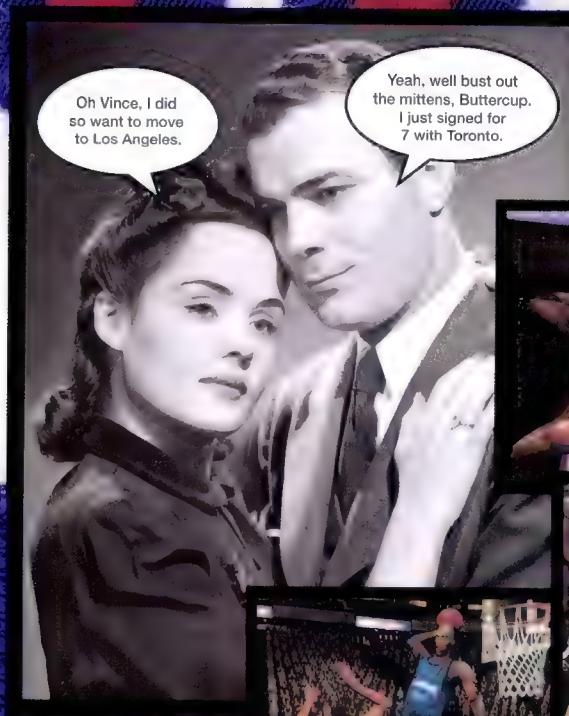
BY IRON MONKEY

- Developed by Claphanz
- Published by Sony
- Target release date: Winter 2002



FIRST LOOK





Your office is a 20,000 seat arena, your salary has a whole lot of zeros, and "Who stole my stapler?" is "Who's picking up Vince on D?" You wanted real, you got real. Build an all-NBA team during the draft. Check your team's actual NBA playbook, and call those plays with real-time coaching. And details? You can count the players' cornrows. Have your secretary take a memo — this rules.

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SPORTS PAGES PROREVIEWS

NFL 2K2

PLATFORM
PlayStation 2



SPORT
Football



NFL 2K2 BUSTS onto the suddenly crowded PlayStation 2 football scene (see Sports Pages, this issue) with some serious football that does a nice job of blending arcade gameplay, NFL action, and a unique visual style. This game's no Madden, but it is 2K and that's good.

Football With Style

2K2 has a presentation style that's all its own. Unlike Madden NFL Football's squeaky clean visual look, 2K2 is a little rougher around the edges.

Player body models look slightly unreal; however, player faces are outstandingly true to life.

The animation is quick and tight. Look closely, and you'll also see sick details. For example, when backs cut through the line, you can see them twist their bodies to slide past defenders.

The audio is nicely tuned to the onfield action. The 2K franchise play-by-play man "Dan Stevens" returns, and although he's no John Madden, it's cool to hear him call replays in sync with your controller moves.

The gameplay is tight and on-target—even if there's a slightly frenetic, arcade, unMadden-like feel to player movement. Players are fast, and they can turn on a dime.

Of course, 2K2 has a few hitches in its giddyap, too. You can shift the defensive line, but you can't shift linebackers. On offense, you can't display your play diagram against the defensive lineup prior to the snap.

2K OK

Despite a few weak spots on its roster, NFL 2K2 is a whole lotta fun!

If you're ready for a second season, NFL 2K2 is more than worthy. **B**



BY BROTHER BEZZ

Developed by Visual Concepts
Published by Sega Sports
\$49.99
Available now

Football
8 players



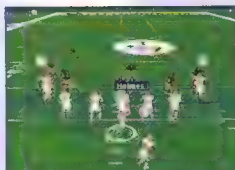
PROTIP: Try the kamikaze pass rush. At the snap, tap $\square$ to select the rusher closest to the quarterback, then hit $\square$ to dive at him.



PROTIP: Go-to receivers like Terrell Owens of the 49ers are money if you can find them in man-to-man coverage.



PROTIP: On defense, look for offensive tendencies. The Atlanta Falcons, for example, like to run to the weak side (i.e., away from the tight end).



PROTIP: Cross up the A.I. offense by creating unique pass rushes. Choose a non-blitzing defense, select a linebacker, then make him blitz.

NBA Live 2002

PLATFORM
Xbox



SPORT
Basketball



THE XBOX VERSION OF NBA Live 2002 is almost a carbon copy of the PlayStation 2 edition—but seeing how much the PlayStation 2 got right this year, that's not a bad thing at all. Gamers are still in for the most realistic-looking game of Live ever created.

On the Court. Off the Hook

The player models and animations in NBA Live are simply jaw-dropping. Athletes transition from crossover moves to lay-ups and dunks with remarkable fluidity. Seeing the players talk to each other between plays or, better still, watching them throw mini-tantrums when they disagree with referees (complete with detailed facial expressions and flailing limbs) adds more to the game's personality than ever before—suddenly, with a five-second cutaway, you're emotionally involved in the game. That's no small trick. The announcers, Don Poirer and Bob Elliot, call the game with reserved energy, and their comments keep pace with the action (though you will hear repetitions). Dramatic replays from various cameras punch up the atmosphere, too.

So what's the down side? Control, or at least the controller. It's easy to get lost on the Xbox controller: The block button is too close to the last-man-back button—but once you learn your way



BY DAN ELEKTRO

Developed by EA Canada
Published by EA Sports
\$49.99
Available now

Basketball
4 players



PROTIP: Before you throw an alley-oop with the white button, make sure you have a skilled dunker near the hole. Use the Left trigger to check.



PROTIP: It's worth getting in and harassing your man on defense. Keep jabbing X, and you'll come up with a steal at least half the time.

around, the response is tight. And you can't fault the gameplay—it's rife with options for players of all preferences with everything from nitzy-gritty simulation stats to 1-on-1 streetball modes.

What X Factor?

There's nothing here that specifically takes advantage of the Xbox's power, but that won't make you want to put the controller down.

NBA Live 2002 sets a great standard for Xbox basketball. **B**



Realistic facial animations give Live an eerie but remarkably lifelike look.



PROTIP: Be sure to save your turbo for driving the lane. You might be surprised at how often you can charge the paint for points.

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NFL GameDay 2002

PLATFORM
PlayStation 2



SPORT
Football



NFL GAMEDAY 2002 opens with one of the greatest intro sequences of any football game ever. The dramatic, booming voice of Earl Mann recites a stirring ode to football against a bone-jarring backdrop of actual game footage from NFL Films—a truly moving combo of poetry and punishment. But after that, GameDay is a mixed-up bag. You get GameDay's signature Total Control Passing, plus the controls take an ambitious shot at complexity, offering more potential moves than any other football game.



PRO TIP: Avoid offensive plays that develop slowly like the play-action pass or the counter run.

For example, you can tackle high or jar a ball loose. But the button presses feel mushy and actual player movement feels imprecise.

The graphics are of uneven caliber, too. Player models are not very well detailed. And while there are terrific animations of bodies flying through the air after tackles, you also see pass rushers walking after the quarterback and blockers set up to block...nobody.

With all the choices available to PS2 football gamers, this game just doesn't pack a powerful punch this year. **G**



BY ATOMIC DAWG

- Developed by RedZone Interactive
- Published by Sony
- \$49.99
- Available now
- Football

8 players
(with
multitap)

GRAPHICS	SOUND	CONTROL	PLAY FACTOR
E	3.0	3.5	3.0



PRO TIP: As part of your passing attack, look for plays that create mismatches with tight ends or backs on linebackers like a flare pass from the Pro Set.

ESPN NFL PrimeTime 2002

PLATFORM
PlayStation 2



SPORT
Football



ESPN NFL PRIMETIME 2002 plays a decent game of PlayStation 2 football, but it's at least number three behind Madden NFL 2002 and NFL 2K2 this year—and that leaves little running room.

The graphics, at first, strike you as just being funny. They're more stylized than those of other football games with player models that sport a "stubby-neck" look with extra long arms. Player movement appears stiff and robotic, too. Once the ball has been snapped, however, the arcade-style gameplay pumps out some nice animation, and the controls for ballcarriers and passers are generally on-target. There are a few thumb-straining keypad combos, though,



PRO TIP: When you're inside the 20-yard line on offense, consider calling the halfback option pass play.

like holding L1 and then pressing L or R to shift the defensive line.

The sounds are respectable—but the crowd noise is generic, and you expect to hear more excitement from ESPN's Chris Berman and Tom Jackson.

This is an intriguing game with some chops that show promise. If ESPN can fortify its visuals and get Berman fired up, it might be ready for primetime next season. **G**



BY ATOMIC DAWG

- Developed by FarSight Studios
- Published by Konami
- \$49.99
- Available now
- Football
- 2 players

GRAPHICS	SOUND	CONTROL	PLAY FACTOR
E	3.5	3.5	3.5



PRO TIP: Strong-armed quarterbacks like Brett Favre of the Packers can gun passes to "thread the needle."

NBA Live 2002

PLATFORM
PlayStation



SPORT
Basketball



YOU CAN TELL that NBA Live is nearing the end of its run on the PlayStation; little has changed between last year's version and the 2002 edition. Live 2002 comes packed with all the gameplay and features you expect: lengthy season modes, a 1-on-1 street-ball mode with any player in the league, and create-a-player options. Particularly fun are the NBA Live Challenges, which offer milestones for you to hit (win by 10, get a triple-double, get a perfect score in the three-point shootout) and then amply reward you with power-ups, extra courts, and other goodies. The low-poly player models are well animated and the facial textures are hi-res, but in close-ups, they're in stark contrast to the uniforms and crowds. The voice-overs from Don Poler and Bob Elliot keep the pace, but sound terribly familiar. Controls are as sharp as ever, and the opponent A.I. is tight. NBA Live 2002 is good, but outside of roster and uni changes, it's pretty much like it was last year. **G**



PRO TIP: Tap the shoot button a little earlier than you might think on the foul shot T-meter. There's a slight delay.



PRO TIP: Once you see a ball go in on the three-point shootout, stop watching the basket and just work on matching that shoot-and-release timing. Focus on your stroke, not the score.



BY DAN ELEKTR0

- Developed and published by EA Sports
- \$39.99
- Available now
- Basketball

GRAPHICS	SOUND	CONTROL	PLAY FACTOR
E	3.5	3.0	4.5



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NHL 2002

PLATFORM

Xbox



SPORT

Hockey



AS WITH EA SPORTS' other Xbox titles this year, you'll have to squint to tell the difference between the PS2 and Xbox versions of NHL 2002. While that means Xbox gamers can count on playing stellar hockey, it provides little motivation for multiplatform gamers to hit this ice.

He Shoots...Again

About the only noticeable differences between the two versions of NHL 2002 are some higher-res ice surfaces and textures on the Xbox side—the nuances are that minor. If you already own the PS2 game, you may now yawn and go back to your season.

If you're just getting into next-gen gaming with an Xbox, though, NHL 2002 turns in a superstar performance with its addictive gameplay, authentic hockey feel, and exhaustive features. You can chase the Cup across 10 seasons with any team, draft your own squad, create players, and much more. The nifty NHL Cards feature borrows

from Madden Cards to supply a cool take on collecting and power-ups, while sharp moves like manual deking and saucer passes put the pros' tools in your hands.

The controls take some practice because of the Xbox controller's cramped button layout, but that's hardly EA Sports' fault, and once you get the hang of it, you'll be dangling like Jaromir (last season, that is!). An excellent package of slick graphics and top-notch sound complete NHL 2002's impressive outing.

He Scores...Again

If you're looking for an Xbox face-off, NHL 2002 has the Stanley Cup locked up on Microsoft's nascent system. If you're looking for an upgrade from the PS2 version, EA Sports definitely hasn't earned another \$50 from you. **B**



PROTIP: When a star player like Teemu Selanne has the puck behind your opponent's blue line, the smartest move is to gamble on their high-scoring percentage and get a shot off.



PROTIP: Fake out goalies by deking (tap Y) and then shooting halfway through the deke move.



PROTIP: Rely on the "big hit" (tap Y) to handle the physical side of key defensive plays.



BY AIR MENDRIX

Developed and published by
EA Sports

\$49.99

Available now

Hockey

4 players



NHL Hitz 20-02

PLATFORM

Xbox



SPORT

Hockey



NHL HITZ 20-02 is Midway's over-the-top answer to real-life NHL hockey. Fast action, brutal hits, and dirty fights make for

crazy three-on-three hockey action.



PROTIP: Don't be afraid to mix it up on the face-off. There's no dishonor in throwing a body check or stick check just to get the puck.

The problem is that real hockey is every bit as fast, brutal, and dirty as this; other than players erupting into flames and unlockable arenas and player heads, you'll find NHL Hitz pretty close to good ol' run-of-the-mill hockey.

But the wacky extras are half the fun. The game looks great—even if the players' animations leave a little to be desired—and its sound really makes you feel like you're in the game. NHL Hitz's greatest hit is its fluid control, which makes the hockey fly by. It's no NHL 2002, but NHL Hitz 20-02 for the Xbox should be a blast for arcade sports fans. **B**



BY D-PAD DESTROYER

Developed by Black Box
Published by Midway

\$49.99

Available now

Arcade
hockey

6 players



PROTIP: If one of your players is on fire, get the puck to him whenever possible. He'll rack up points.

NCAA Final Four 2002

PLATFORM

PlayStation 2



SPORT

Basketball



FOLLOWING UP A lackluster freshman outing, NCAA Final Four 2002 starts anew and takes care of the basics. The game's



PROTIP: Making two shots in a row earns you a fire icon, but that doesn't mean it's easier for you to continue a hot streak.

entire look has been revamped with new player models and animations. No longer will you have to deal with disproportionate limbs that made proper floor spacing impossible in Final Four 2001. The sounds, however, are second-string. The updated commentary is entertaining but too scattered to create a coherent narrative of the game, and court sounds are muted.

The gameplay has received the most balanced attention: The back-down button is a welcome addition, and several post-up options produce hassle-free controls. NCAA Final Four 2002 is a well-rounded game of basketball that's just not as flashy as its pro cousins, which is sort of appropriate in a way. **B**



BY TOKYO DRIFTER

Developed by Killer Games
Published by 989 Sports

\$49.99

Available now

Basketball

8 players



PROTIP: The shot will fall even if you hit the button a little early, but late presses will always miss.

PlayStation 2



airblade

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PLATFORM
PlayStation 2



Jade Cocoon 2



PROTIP: Jobs are integral to improving your reputation. Let the job you take choose the next Forest you'll enter.



PROTIP: Constantly rotate your attacks. Beasts at the back of the formation regenerate MP faster.

PLATFORM
PlayStation 2



Wizardry: Tale of the Forsaken Land

UNLIKE PREVIOUS INSTALLMENTS in the franchise, Wizardry: Tale of the Forsaken Land comes to us courtesy of Atlus, making for a more console-oriented experience rather than one for the PC. This tale of Wizardry conjures up a mix of both worlds, and the results are decidedly generic.



PROTIP: If you're low on health, you can swap with a party member at the rear—but it uses up one whole turn.

CAPTURE. BREED. FIGHT. Repeat. From Monster Rancher to Pokémon Crystal, countless ballads have been written of the tragically repetitive life of the monster breeder. Jade Cocoon 2 is yet another... though even breeders who've long since hung up their Pokéballs may consider coming out of retirement once they hear this song.

I Choo-Choo-Choose You!

In Jade Cocoon 2, you play the role of Kahu, a young breeder-in-training who embarks on a quest into four elemental forests of vast repetition in both layout and look, hunts for eggs and items, and then returns to breed newer, better Divine Beasts so that he can return to the forest again...and again...and again. While JC2 sounds like it could devolve into an extraordinarily tedious affair, a few key features keep it from ever becoming one.

JC2's biggest asset is its unique, compelling, and complex battle system, in which you arrange up to eight elemental Beasts in a circle and choose which ones will attack in combo. The way the creatures complement each other's skills is pretty ingenious; there are countless strategies to try, and watching your weird Beasts evolve into even weirder ones is inexplicably rewarding. There's also a nifty Job Bulletin Board that ensures you'll have multiple goals in mind every time you delve into the forest depths.

Egg/Larva/Pupa/Adult

While the bulk of the game's graphics and levels are monotonous, personality steps in to save the day with freaky cool character art by Princess Mononoke's Katsuya Kondou, dialogue that's actually funny, and voice-acting that ranks among the PS2's best. The battle sound effects are pretty cool, too, accompanied by a varied, ambient acid-jungle jazz soundtrack.

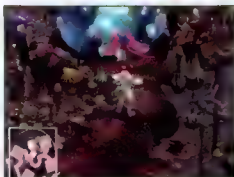
Hyper-repetitive level design is the only real flaw in what's otherwise a unique, rewarding, intelligent, and funny role-playing game: there's enough good stuff here to keep you mired in the monster-raising lifestyle for far longer than you'd ever imagine. **S**



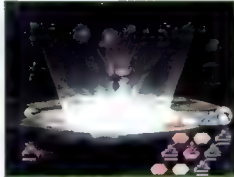
BY STAR DINGO
Developed by Genki
Published by Ubi Soft
\$49.99
Available now
RPG
2 players



GRAPHICS 4.0
SOUND 4.5
CONTROL 4.0
VALUE 4.5



PROTIP: Sneak up on enemies in the forest to earn a free attack at the beginning of battle.



PROTIP: To earn maximum XP and ensure adult evolution, make sure every Beast gets at least one turn on the front line during every battle.



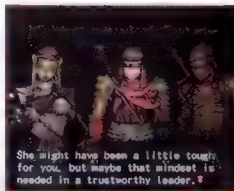
PROTIP: Merge an Earth Beast with a Ginul (Medina magic). Merge a Wind Beast with a Fangnagin (Tishous magic). Put them in the Water Formation for an awesome HP/MP healing combo. Got that!



BY TOKYO DRIFTER
Developed and published by
Atlus
\$44.99
Available now
RPG
1 player



GRAPHICS 3.5
SOUND 4.5
CONTROL 3.0
VALUE 3.5



PROTIP: Depending on your character traits, you'll have to live by your actions if you want to build trust with your party.

DAY 22:

Killed Catalisks this morning by
combining water, air and fire elements.
Have it saved the world yet. Really hungry.

DAY 27:

Fighting never ends.
Arms working overtime.
Killed grala.

DAY 32:

Spent day in "fire" realm.
Got lost. Sure wish I had
"Backpacker's Guide to Parathia."



CONTENT RATING BY ESRB

TEEN
T
CONTENT RATING BY ESRB

VIOLENCE



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XBOX

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and all you have is your trusty
union. Combine the elements of
fire, water, earth, and air to fight
and explore your way through the
6 vast realms of Parathia. Prevent
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XBOX

PLATFORM
PlayStation 2



THE SUCCESSOR to Evergrace changes names, leaps back in time, and mixes up the gameplay—but forgets to include a compelling story. At least you still get to put on funny hats.

Kingdom Come

Evergrace was one of the first action RPGs available for the PlayStation 2, enabling you to use traditional weapons and armor along with wacky fare like umbrellas. Forever

Kingdom continues the offbeat flare of its predecessor, with a new name and quite a few different play mechanics.

Even though Forever Kingdom's battles put you in command of a party of three, you're able to select only one character at a time to directly control. While you can pick your character on the fly, the A.I. of the computer-controlled characters is pretty awful, and you have to work hard to make them help you out.

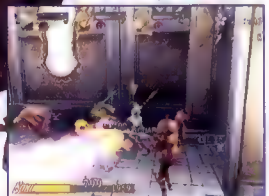
Graphically, Forever Kingdom is much improved from Evergrace, but still far behind in terms of other games on the PlayStation 2. Even the cinematic cut-scenes have an outdated look.

The Emperor's Clothes

Good music is crucial to breaking the monotony, and this is an area where the game delivers nicely. The story, which takes place before the events of Evergrace, has some interesting twists, but the horrendous voice-acting makes the drama seem bland.

Still, dressing up is fun, and patient action RPG fans will find a tougher quest than the original with lots to discover. However, cheap deaths, an average story, and questionable boss balance hold Forever Kingdom back from being a completely satisfying experience. **G**

FIND OUT
MORE
ONLINE



PROTIP: Blocking is essential in observing the attack patterns of your enemies, some of whom can wipe you out in two strokes or less.

PLATFORM
PlayStation 2



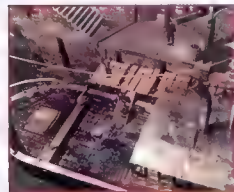
ELEMENTS FROM OTHER adventures combined with a Mature-rated—and sometimes graphic—story line makes Shadow Hearts a solid RPG from start to finish.

An Offbeat Heart

An intriguing story of Japanese imperialism mixed with Chinese mysticism sets the stage of Shadow Hearts. In this tale, you'll follow Yuri, a boy who is capable of morphing into different creatures. In a twist of fate, Yuri is thrown into a struggle of good and bad

after rescuing a mysterious young girl named Alice from the grasps of an evil wizard. You'll travel through early 20th Century Asia and Europe with a party made up of colorful characters like a mage, spy, and vampire, while you try to solve the mysteries surrounding Alice.

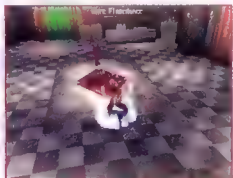
Turn-based battles are the meat of each fight, with a unique timing system reminiscent of other recent RPGs like Legend of Dragoon. You'll need to press a button at just the right time in order to inflict damage on the enemy, which can get tedious and sometimes aggravating, especially if you mess up. Of course, there are tons of items to buy and magic spells to learn, too.



PROTIP: You'll find a Lottery person inside the boat docked in Shanghai.



PROTIP: Be sure to talk to the Innkeeper's son before you leave the village.



PROTIP: Don't use any type of magic on Wugul. If you do, you'll be helping him power up.



BY TOKYO DRIFTER

Developed by From Software
Published by Agetec
\$49.99
Available now

RPG
1 player



PROTIP: Run behind this giant to access the various doors. Don't go toe-to-toe with him, or it's instant death.



PROTIP: Use the slash to quickly make your way through bogs. Otherwise, you'll crawl too slowly.



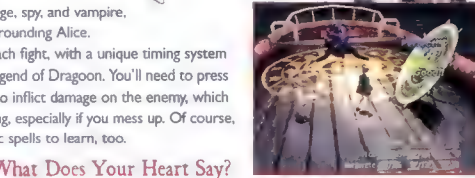
PROTIP: Use the ice amulet to get past this puzzle, but cast it a few steps away or it will miss.



BY FOUR-EYED DRAGON

Developed by Sacnoth
Published by Midway
\$49.99
Available now

RPG
1 player



What Does Your Heart Say?

Shadow Hearts' visuals and sounds are nice, but unfortunately they don't match up to those of other RPG wonders. Backgrounds and city environments are vividly detailed, but battles lack color and special effects. And even with so much dialogue, there isn't a single voice-over. Still, the music plays in harmony with the game's style.

A predictable story plot and linear gameplay are the minuses to this otherwise well-created dark RPG. Shadow Hearts will definitely keep you entertained until the PS2's much anticipated Final Fantasy X is released. **G**

PROTIP: Since Li Li is made up of the Dark element, use White magic on her to get the most effective attacks.

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EVERYONE
E
CONTENT RATED BY
ESRB

Mild Language

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PlayStation®2

WANNA BEAT THE GAME?



UNLOCK
With infinite lives



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With infinite power



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ANYTHING
With infinite money



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ROLE-PLAYER'S REALM PROSTRATEGY GUIDE



FINAL FANTASY X

The first PlayStation 2 Final Fantasy game is loaded with rewarding side quests. In this ProStrategy Guide, we guide you through various Cloister of Trials challenges and show you how to obtain powerful weapons, extra aeons, and more.

For more strategy, check out our Final Fantasy X cover feature on page 40.

By Mage-or Mike

Celestial Weapons

In order to get the best weapons in the game, you need three items: a sigil, a crest, and the Celestial Mirror. The first two items must be collected for each character; and you must get the last one once, and then modify it. Before you embark on your quest for these items, make sure your party has control over the airship. The

Cloudy—later Celestial—Mirror opens magically sealed treasure chests; the crest and sigil are required to unlock the weapon's full potential. Here's how to find some of these weapons and items for various characters.

The Cloudy Mirror

The Cloudy Mirror is a key item that can open locked treasure chests—without it, you can't get the best weapons in the game.



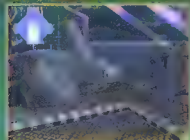
To obtain the Cloudy Mirror, go to the Calm Lands and talk to the man riding the chocobo. He's standing on the north cliff, over to the west side (near where you can find Al Bhed Primer vol. XXIII). After the initial chocobo training—you only have to pass the first test—ride your new pet over to the south entrance to the plains. Go east, and at the dead end, stand on the chocobo feather and press X to jump into the area below.

Al Bhed Alphabet

Just what exactly are the Al Bhed talking about? The only way to find out is by learning their dialect. There are 26 Al Bhed Primers scattered across Spira, and each volume translates one letter of the alphabet. Almost every volume can be obtained at any point in the game, however, you only have one chance to get vols. XIX, XX, XXI, and XXII, so don't leave their respective areas until you've obtained them. Some volumes have been found in more than one location, as explained on the following pages.

Salvage Ship: Deck

Al Bhed Primer vol. I



The first volume is found in the right side of the ship.

Besaid: Crusader's Lodge

Al Bhed Primer vol. II



After you visit Besaid, talk to Hilda and leave Besaid Village, swimmer the village and go to Al Crescent's Lodge.

S.S. Liki: Engine Room

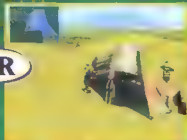
Al Bhed Primer vol. III



After you find the engine room, go to the lower-right corner of the room, where you'll find the Al Bhed Primer.

Oasis

Al Bhed Primer vol. IV



You can find the Al Bhed Primer in the desert, at the Oasis, where you'll find the Al Bhed Primer.

Kilika: Tavern

Al Bhed Primer vol. V



After you visit the town, go to the Tavern, where you'll find the Al Bhed Primer.

OR

Lulu Venus Crest

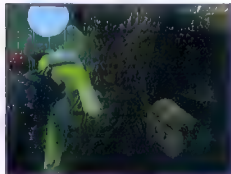


Return to Guadosalam and enter The Farplane. Open the chest to the west and take the Venus Crest. When you use this to modify the Onion Knight, the aeon Shiva will be able to inflict over 9999 damage.

Onion Knight



Go to Baaj Temple, Ruins: Underwater Hall and jump in the water (for more information, see "Anima" under "'Additional' Aeons"). You can find a treasure chest to the south and slightly to the west.



Use the Celestial Mirror to open the chest and take Onion Knight.

Rikku Mercury Crest



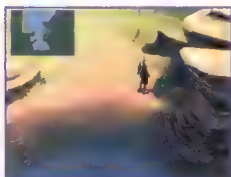
You can find the Mercury Crest in a treasure chest at Sanubia Desert: West. Just look in the small area to the west.

Mercury Sigil

You've probably noticed a sandstorm that has sealed off the east section of the Sanubia Desert: West. To access that area, you need to collect 10 Cactuar Spheres, which are located in various places throughout the desert and other places.



The first thing you need to do is examine a "Cactuar stone" in Sanubia Desert: West, which is south of the sandstorm area. Make a note of this rock's location because you're going to return here often.

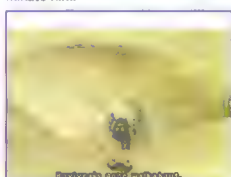


Tomay: You can always find the first Cactuar, Tomay, in Oasis, just across from the save point. In order to

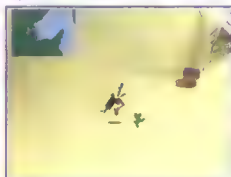
obtain his sphere, you must play a little game first. Simply run toward the Cactuar when he isn't looking and stop when he faces you. Oh, there's a time limit, too.



If you're successful, you'll fight Tomay and be rewarded with Tomay's Sphere and an item; if you lose the game, you only get a sphere (along with mocking Cactuar laughter). To quickly defeat any Cactuar, summon Shiva and cast her Heavenly Strike attack. You may also want to have Rikku steal from the little guy before you exterminate him.



Once you've acquired the sphere, take it back to the stone you discovered earlier in Sanubia Desert: West. Now you must find the following nine Cactuars.



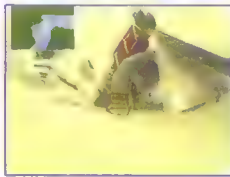
Revivea: You can find him in Sanubia Desert: East, in the southwest recess by the treasure chest, where you also found Al Bhed Primer vol. XIV.



Chava: In Sanubia Desert: West, read the sign to the northwest of the stone where the Cactuar spheres are being placed.



Alek and Alojia: You can find these two Cactuars in Sanubia Desert: Central in the western part by the ruins, the same area where you found Al Bhed Primer vol. XVII.



Yachella: Is located in the small hut with the save point in Sanubia Desert: East. Activate the save point to make him appear.



Robeya: Is trapped in a treasure chest in Sanubia Desert: Central. The

Newroad Al Bhed Primer vol. IX



The ninth volume is around the bend and near where Sletinda is thrown off her chocobo.

Precipice Al Bhed Primer vol. X



The tenth volume is at the end of the curved walkway, at Mushroom Rock.

Al Bhed Primer vol. XI



After you meet with Seymour on the beach, you can find the eleventh volume down the Highroad a bit and behind the stone pillar.

North Wharf Al Bhed Primer vol. XII



After the ride on the Shoopuf, you can find the twelfth volume up the small ramp at the kitchen.

Al Bhed Primer vol. XIII

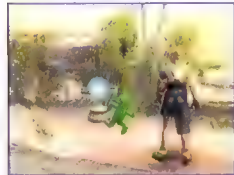


After meeting with Seymour, you can explore the rest of Guadosalam. The thirteenth volume is in a shop that's to the southwest of the Mansion.

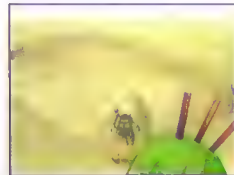
chest is over to the west in the corner, just below the ruins.



Issra: Is in the Sanubia Desert. West stuck in a hole that he probably dug for himself. If you cannot find him, proceed to the exit in the west area and then re-enter it.



Elio: Walk back to Oasis and head toward the save point. When you arrive, Elio disappears. Board the airship and you can find him topside, on Airship: Deck.

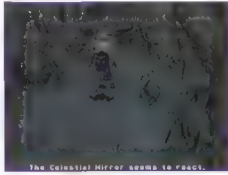


Flaile: Appears automatically behind you at the Cactuar stone after he's announced as the next bounty.



After you collect the tenth Cactuar sphere and insert it into the Cactuar stone, the sandstorm in the valley below disappears. You can now open the two treasure chests down there—one of which houses the Mercury Sigil.

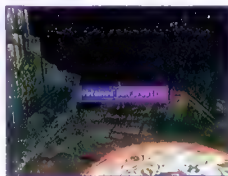
Godhand



Return to the airship, enter the Input option, and key in the following pass-word: GODHAND which takes you to a new location, Mushroom Rock. When you arrive at Mushroom Rock, follow the path to the north until you find a treasure chest. Godhand is inside.

Tidus

Sun Crest



You can find Tidus's Sun Crest in Dome: The Beyond, the place where you fought Yuna/lesca. To make the treasure chest appear, climb the staircase to the left side of the screen; you should be taken to the bottom

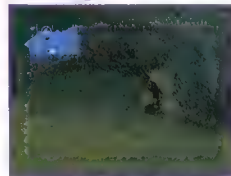
of a staircase at the far end of the area. At the top of the stairs is a treasure chest with the Sun Crest inside of it.

Sun Vigil



First, complete all the training exercises. Then play the Catcher chocobo game. Beat the trainer in the race with a time of 0:00.0 by collecting enough balloons and avoiding the incoming birds.

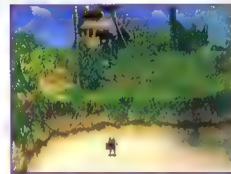
Caladbolg



Caladbolg is located in Calm Lands: North just down the small hill in the northwest corner. To make the guard go away, win a race of Catcher chocobo against the trainer.

Yuna

Moon Crest



The Moon Crest is located in a small enclave to the northwest of the save point at Besaid Beach. Open the

treasure chest and take the crest. This item adds Double Overdrive to Nirvana.

Moon Sigil



When you have all eight aeons, return to Remiem: Great Hall and defeat all of Belgemine's aeons—including Anima and the Magus Sisters. After that, agree to send her. You'll receive the Moon Sigil as a reward.

Nirvana



Go to Calm Lands: Arena, use the Celestial Mirror to open the chest, and take Nirvana.



After the ritual in Macalania Woods: Central, the weapon is given Break Damage Limit, Triple Overdrive, Double AP, and One MP Cost. The aeon Valefor can now inflict over 9999 damage.

Travel Agency

Al Bhed Primer vol. XIV



When you arrive at the Thder Plains: Travel Agency, talk to all the members in your party, talk to Rin, and say: "Okay."

OR

Al Bhed Primer vol. XIV



After you meet Rikku in the eastern part of the Sanubia Desert, you'll be able to find the fourteenth volume in a southwest recess.

Lake Road

Al Bhed Primer vol. XV



You can find the fifteenth volume in a recess across from the save point.

Agency Front

Al Bhed Primer vol. XVI



The sixteenth volume can be found in front of Rin's Travel Agency, just to the left of the merchant, O'aka.

Central

Al Bhed Primer vol. XVII

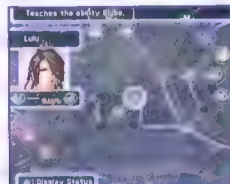


The seventeenth volume can be found in the northwest corner of the central area of the Sanubia Desert.

Got AP?

If you're tired of the slow process of accumulating AP in order to move around the Sphere Grid, there's a way to rack up 99 S.LVL spaces from a single battle.

Learn Bribe



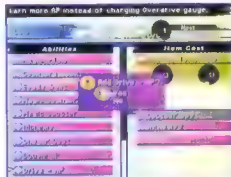
First, have any character in the party learn the ability Bribe (it's in the smallest cluster of nodes at the bottom of the Sphere Grid).

Door to Tomorrow



Second, you have to find a rare item. You can find the Mech Leader inside the mountain cave or on the mountain trail at Gagazet; you can also occasionally find it on the Calm Lands. When you encounter one, call in the character you can Bribe and then give the robot 74,000 Gil. When you do, the robot takes your money and flees. Win the battle, and you are rewarded a rare item: Door to Tomorrow. You want to collect 10 of these rare items, which are typically dropped in pairs. Yes, it requires a lot of Bribe money, but it's probably the best 370,000 Gil you've ever spent.

Drive → AP



Once you have 10 Door to Tomorrow, enter the Customize menu and choose a weapon, preferably a weak one, and add Drive → AP to it.

Loner Overdrive

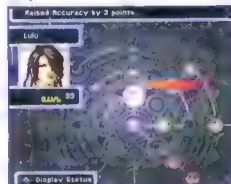


Next, the character who possesses the weapon that was just modified needs to learn a new Overdrive, Loner. The easiest way to learn this is to enter battle and have the other two party members escape. Keep blocking until you learn the Overdrive mode, which will happen automatically.



Set your Overdrive to Loner and equip the weapon with Drive → AP. Go to the Arena at the Calm Lands and pick a fight with a monster that only attacks with spells such as fire, ice, or lightning. For example, if you fight Flame Fan, equip armor that repels or consumes fire attacks. When

the fight starts, evacuate the other two party members and then do nothing but block. The longer you block and keep "fighting," the more AP you'll accumulate.



After a while, kill the monster and then check out all the AP. If you wait long enough, you'll have 99 S.LVL spaces. You are now free to move about the Sphere Grid.

Cloister of Trials

In order to obtain the main aeons in the game, you must pass several tests, or Cloister of Trials. The key aspect of each trial is to remember to unlock the hidden treasure with the Destruction Sphere—that's the only way to get two additional aeons, Anima and the Magus Sisters. Now, repeat that last sentence five times. In addition to the five main aeons—Valefor, Ifrit, Ixion, Shiva, and Bahamut—there are three additional optional ones that you can find.

Besaid: Trials (Valefor)

In the first room, touch the glyph on the wall in front of you, then touch the one to your right. Go down the stairs that are then revealed.

Just down the first set of stairs is a Glyph Sphere—take it.

Go down the next flight of stairs and put the Glyph Sphere in the door. After the door opens, retrieve the Glyph Sphere from the door.

Go around the corner and put the Glyph Sphere in the recess on the left wall.

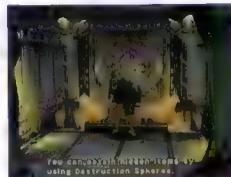
Go around the corner, touch the writing on the wall, and take the Besaid Sphere from the end

of the passage that's revealed. Put the Besaid Sphere in the sphere stand in the corridor.

Destruction Sphere

Backtrack to where you placed the Glyph Sphere, and take the Destruction Sphere.

Take the Destruction Sphere to where you found the Besaid Sphere and insert it in the recess.



Go to the end of the corridor and take the trial's treasure, the Rod of Wisdom.

To end the trial, push the sphere statue onto the glowing light. When you leave the chamber, you are rewarded with Valefor.

Kilika: Trials (Ifrit)

At the start of the trial—we'll call this room 1—take the Kilika Sphere from the sphere stand that is to left. Insert the sphere in the recess to the right of the door, and then remove it.

In the next room—we'll call it room 2—go straight, put the Kilika Sphere in the recess in the wall, and then remove it. Take the Kilika Sphere and put it in the recess along the right wall.

Take the Glyph Sphere from the sphere stand and insert it into the recess along the left wall.

Go to the wall where you inserted—and then removed—the Kilika Sphere in room 2 and touch the glyph on the wall. This creates a passage to what we'll call room 3.

Go straight, and then step on the shining spot in the upper-right corner—this makes a sphere stand appear. Push the stand onto the shining spot you just stepped on. Take

Central

Al Bhed Primer vol. XVIII



The eighteenth volume can be found in the central part of the Sanubia Desert, near a sign at the north end.

Living Quarters

Al Bhed Primer vol. XIX



The nineteenth volume is against the west wall of the outside area that also has a save point.

Living Quarters

Al Bhed Primer vol. XX



When you first enter the Main Corridor, backtrack and search the west wall. You should find a door that leads to the Living Quarters.

Living Quarters

Al Bhed Primer vol. XXI



Take the east branch at the end of the Main Corridor and you should find the twenty-first volume at the end of it.

Priests' Village

Al Bhed Primer vol. XXII

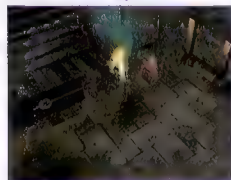


Before the Bevelle Trials, you can find the twenty-second volume at the bottom of the stairs near the save point.

the nearby Kilika Sphere from the right wall—room 3—and place it in the stand that you just moved.

Return to room 2 and take the Glyph Sphere from the left wall. Go back to room 3 and place it in the recess along the right wall. A passage is revealed, but don't enter it yet; instead, go down the stairs and take the Kilika Sphere from the right wall. Go up the other set of stairs and insert the Kilika Sphere into the recess to the right of the door at the far end of the room.

Destruction Sphere



Go back to the passage that you just revealed and take the Destruction Sphere. Take the sphere down the stairs and insert it in the recess along the right wall. Take the Red Armlet from the chest. To exit the room, remove the Kilika Sphere from the far wall and go up the stairs. You've just added Ifrit to your aeon zoo.

Djose: Trials (Ixion)

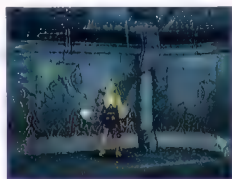
Start things by taking the two Djose Spheres out of the right and left walls and inserting them into the door.



In the next room, take the two Djose Spheres flanking the door and place them in the two holes on the far wall on the right side of the room.

Push the sphere stand in the middle of the room over to the right until the sphere on top of it becomes charged.

Go to the left side of the room and step on the shining spot—this moves the sphere stand back to the center of the room. Take the Djose Sphere off the sphere stand and insert it in the recess to the right of the door.



Remove the two Djose Spheres from the far wall over to the right and insert them into the sphere stand. Push the stand into the lightning pit, and then jump across the pit. Push in the sphere stand on the other side. Jump back to the room and step on the shining spot on the left side of the room—this will bring the sphere stand back.



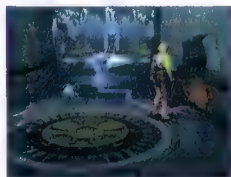
Take the two spheres from the stand and put them in the recesses on both the right and left walls of the room where you started the trial.

Return to the second room and take the Djose Sphere from the wall to the right of the door that leads to the electricity pit, and put it in the recess to the left of that door.

Destruction Sphere



Go over to the left side of the room and touch the glyph on the wall. Go down the passageway that's revealed and take the Destruction Sphere. Stand in the middle of the room, and you are teleported to the last room of this trial.

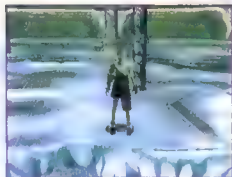


Go to the back area of this new room and push in all five sphere stands. Insert the Destruction Sphere into the sphere stand that appears, and the treasure is revealed: Magic Sphere. Exit the room via the staircase. Meet your newest aeon, Ixion.

Macalania: Trials (Shiva)



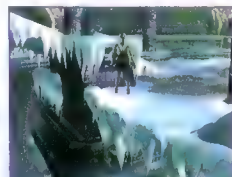
Although you are given Shiva before this test, you must still complete it. The trial is divided into three floors, and you start on the third one.



From the third floor, go down to the second one and take the Glyph Sphere from the middle pillar. Put the Glyph Sphere on the sphere stand, and then push the stand over to the right, and then toward the back wall. The stand breaks the ice and slides to the first floor below. Stay on the second floor and take the Macalania Sphere from the wall to the right.



Take that Macalania Sphere to the first floor and insert it into the pillar to the left. Then take the Glyph Sphere off the stand that you pushed earlier and put it in the wall to the left—the far left slot.



Return to the second floor and take the Macalania Sphere over to the left. Take the sphere to the first floor and place it on the sphere stand. Push the stand over to the right. Return to the second floor and take the Macalania

Control

At Shiva's Palace Vol. 233



You can find the twenty-third volume on the northwest ledge of the central area of the Calm Plains.

Control

At Shiva's Palace Vol. 234



The twenty-fourth volume is to the left of the temple, past the chocobo at the dead end of the walkway.

Control

At Shiva's Palace Vol. 235



The twenty-fifth volume is inside the cave at the dead end of a short recess.

Control

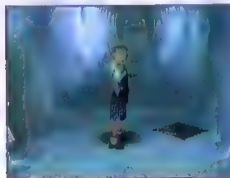
At Shiva's Palace Vol. 236



You can only get the final volume after you have control of the airship. On the airship, access the console, go into

Search, and set the X coordinate to 74, the Y coordinate to 36, and the Z coordinate to 0—you don't have to be exact, so just keep tweaking the directional pad and rapidly tap X until you find Omega Ruins. You can find the twenty-sixth volume near the ring of four treasure chests by the stand with the glowing blue gem on top of it.

Sphere from the wall at the top of the slope that leads to the floor below. Place that sphere in the center pillar.

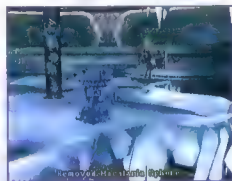


Go to the third floor and step on the shining square. Take the Macalania Sphere off the sphere stand that appears behind you and then push the sphere stand down the slope. Take the Macalania Sphere down to the second floor and place it in the recess by the slope that leads to the first floor. After that, step on the shining square on the second floor.

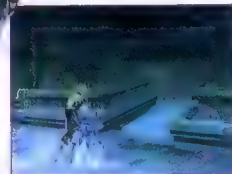
Destruction Sphere



Take the Destruction Sphere from the sphere stand that appears and carry the sphere down to the first floor. Insert the Destruction Sphere into the wall over to the left and take the treasure—a Luck Sphere.



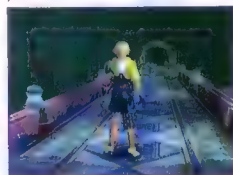
Return to the second floor and take the Macalania Sphere from the top of the slope that leads to the floor below. Put the Macalania Sphere in the hole in the wall to the right on the second floor. Push the sphere stand to the right and then remove the Macalania Sphere from the wall to the right. Insert the Macalania Sphere into the recess in the wall at the top of the slope that leads to the first floor, and then push the sphere stand to the first floor. Take the Macalania Sphere from the middle pillar and go to the first floor.



Put the Macalania Sphere on the sphere stand on the first floor; and then push the sphere stand to the right. Return to the second floor and take the Macalania Sphere from the wall that's at the top of the slope that leads to the first floor. Put that Macalania Sphere in the center pillar on the second floor. Go to the third floor and across the ice bridge.

Bevelle: Trials (Bahamut)

Two important notes about the Bevelle Trials: First, you must have a Bevelle Sphere on the sphere stand in order for it to move. To make a long story short, before you take the last ramp to the exit of this trial, make sure two Bevelle Spheres are in your possession. Second, unlike other trials, you cannot return here later in the game—so make sure that you reveal the treasure before you exit.



To start the trial, push the sphere stand into the shining square.

On level 1, at the first junction, turn right and go down to the second level.

On level 2, at the first junction, go straight—the only direction you can go—and down two levels. You should reach a dead end. Take the Bevelle Sphere at the dead end, and then push the stand back onto the conveyor belt.

At level 2, when you reach the junction, go straight—the only direction you can go—and up to the first level.

On level 1, go to the end of the "main stretch" so you automatically begin from the starting point on this level.

From level 1's starting point, turn right at the second junction, and insert the Bevelle Sphere into the wall. Push the stand back onto the conveyor belt and travel back to the starting point.

From level 1's starting point, this time turn left at the second junction and take the Bevelle Sphere from the wall. Push the stand back onto the conveyor belt and return to the level's starting point.

From level 1's starting point, turn right at the first junction and descend to the second level. When you reach the junction at the bottom of the ramp, turn left, and then go straight to the end of the passage, which leads to level 2's starting point.

From level 2's starting point, turn right at the fourth junction. Insert the Bevelle Sphere into the wall. Don't do anything in regards to the path that appears; instead, return to the starting point of level 2.

From level 2's starting point, turn right at the third junction that leads to a dead end. Take the Glyph Sphere from the wall, then push the stand back onto the conveyor belt and return to level's starting point.

Destruction Sphere

From level 2's starting point, turn right at the fourth junction. Walk to the dead end, insert the Glyph Sphere into the wall, and take the Destruction Sphere. Push the sphere stand back onto the conveyor belt and return to the start of the second level.

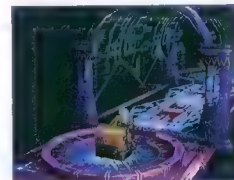
From level 2's starting point, turn right at the third junction. Insert the Destruction Sphere into the wall at the dead end—when you do, the nearby platform starts to glow. Return to level 2's starting point.

From level 2's starting point, turn right at the fourth junction and take the Bevelle Sphere from the wall. Push the sphere stand back onto the conveyor belt and return to the starting point of level 2.

From level 2's starting point, turn right at the second junction. When you stop, push the sphere stand onto the conveyor belt to continue. At the end of the path, you should be taken up a ramp and to a staircase. Go up the stairs and insert one of the Bevelle Spheres into the wall.



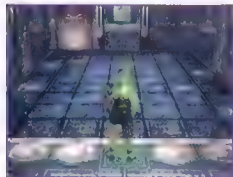
Take the treasure to the right (HP Sphere), and step on the flashing spot that appears—when you do, your sphere stand appears behind you.



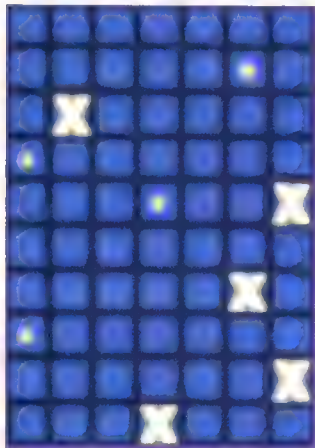
Push the sphere stand to the left, and take the treasure at the end of the platform—Knight Lance. But the big prize is a new aeon, Bahamut. He joins your collection after you exit the cave.



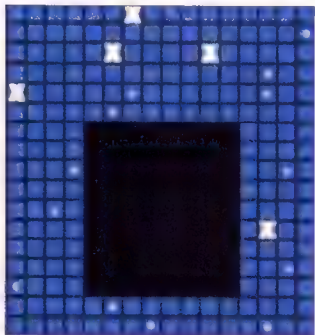
Dome: Trials



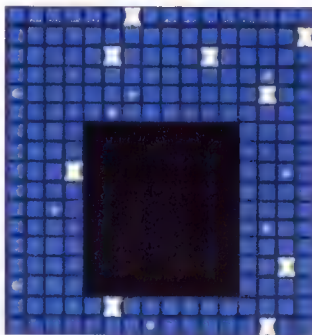
Although successfully completing this Cloister of Trials doesn't yield a new aeon, you can still find a treasure here—but only after you take command of the airship. As for now, you can only complete the first part. To start, step on the green square just up the steps. This trial is divided up between two rooms—let's call this first trial the east room.



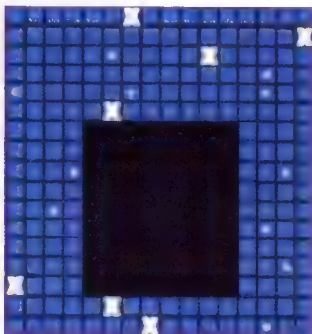
After the monitor on the far wall is activated, step on the squares with an "X" as shown on the grid above. When you're successful, six sphere stands appear—three along each wall—and a door opens that leads to the west room. Push the sphere stand in the top-left corner into the wall and then go into the west room.



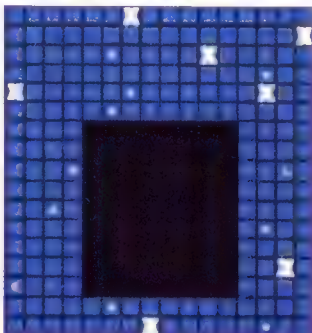
Stand on the squares as shown in the chart above. Go into the east room and push the sphere in the upper-right corner into the wall.



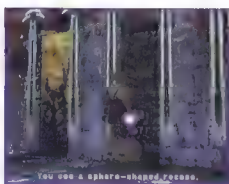
Return to the west room and stand on the squares as shown in the chart above. After that, enter the east room and push the sphere stand in the lower-left corner into the wall.



Return to the west room and stand on the squares as shown on the chart above. After that, return to the east room and push the sphere stand in the lower-right corner into the wall.

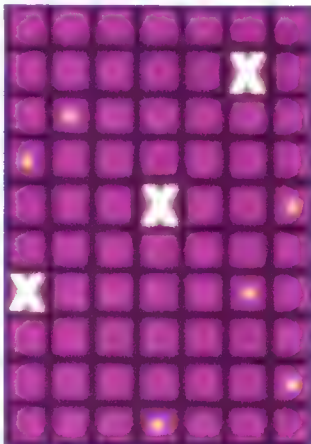


Go back to the west room and stand on the squares with an "X" as shown on the chart above. After that, take the Kilika Sphere from the stand to the left of the monitor against the far wall.

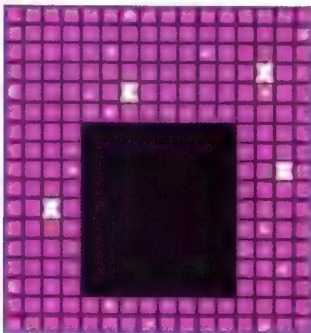


Take the Kilika Sphere into the east room and put it in the sphere stand along the left wall. Return to the west room and take the Besaid Sphere from the stand to the right of the monitor, against the far wall. Take the Besaid Sphere to the east room and put it in the sphere stand along the right wall. You cannot get the Destruction Sphere yet, but remember to return here later in the game.

After Yunalesca

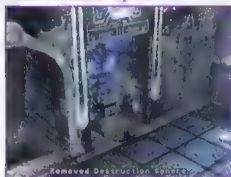


After you defeat Yunalesca and take command of the airship, return to this room. In the first room—the east room—step on the spaces with an "X" as shown above.

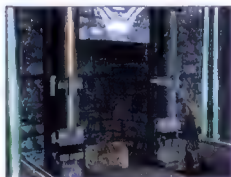


After you step on the three spaces in the east room, enter the west room and step on the remaining four spaces as shown above.

Destruction Sphere



When you successfully step on the correct spaces in both rooms, a chime plays and a Destruction Sphere is revealed in the east room.



Take the Destruction Sphere to the west room and insert it in the recess to the right of the monitor against the far wall. The wall crumbles, and the prize, Magistral Rod, is yours.

"Additional" Aeons

Yojimbo

Cavern of the Stolen Fayth

Go to the north exit from the Calm Lands: Near Bridge; from there, head to the Gorge Bottom and into the Cavern of the Stolen Fayth. Head north through the cave.



In order to get Yojimbo, you need lots of money—about 300,000 Gil. When you meet Lady Ginem in the Cavern of the Stolen Fayth, defeat Yojimbo and then step on the teleporter pad and take the treasure from the caves that are flanking the main cavern.

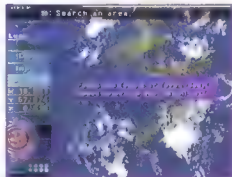


When you're ready, step on the teleporter pad and go to the cave to the north. Although the asking price is 300,000 Gil, you can bargain down to 250,000—just keep offering that amount until the seller agrees to make a deal.

Anima

Baaj Temple (Ruins: Underwater Hall)

Remember way back when you first met Seymour and his disturbing aeon? Once you gain control of the airship, you can add that aeon, Anima, to Yuna's collection.



On the airship, access the console and then go into Search. Set the X coordinate to 16, the Y coordinate to 57, and the Z coordinate to 0—you don't have to be exact, so just keep tweaking the directional pad and rapidly tapping X until you find the Temple of Yevon-Baaj. Before you venture down there, though, make sure you've acquired—or revealed—the treasure from each Cloister of Trials



When you arrive, make sure that Tidus, Wakka, and Rikku are equipped with armor that resists or wards off stone. You have a monster that must be defeated before you can enter the Antechamber where the aeon is kept. Go to the north end of the stone walkway and jump in the water.



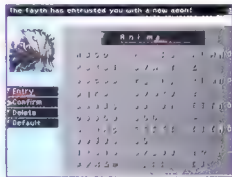
To start the battle, swim toward the small green square on the map. The boss, Geosgaeno, has high defense, but takes a lot of damage from Holy and fire spells. Cast Haste on everyone first, then hammer away with magic and powerful physical attacks. When Geosgaeno sucks a party member into his caged belly, make sure those on the outside are at full health; when the captured character is "returned," everyone takes substantial damage.



After Geosgaeno is defeated, swim toward the small green square on the map. Once you're through the Underwater Passage, enter the Antechamber and stand in front of each of the six statues. After the sixth statue is illuminated, the seal against the north wall shatters.

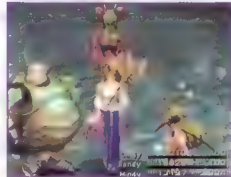


Enter the Fayth Ruins and take the Anima aeon.



Upon exiting the chamber, don't miss the two treasure chests in the Antechamber.

Magus Sisters (Cindy, Sandy, and Mindy) Remiem: Great Hall



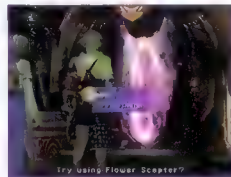
Not only is this trio incredibly powerful, but they're hilarious to watch when unleashed on an unsuspecting enemy. To obtain these triplets of terror, you must satisfy the following conditions:

Look at aeon's info.	STATUS	ATTRIBUTES
1. Look at the aeon's info.	1. Look at the aeon's info.	1. Look at the aeon's info.
2. Look at the aeon's info.	2. Look at the aeon's info.	2. Look at the aeon's info.
3. Look at the aeon's info.	3. Look at the aeon's info.	3. Look at the aeon's info.
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5. Look at the aeon's info.	5. Look at the aeon's info.	5. Look at the aeon's info.
6. Look at the aeon's info.	6. Look at the aeon's info.	6. Look at the aeon's info.
7. Look at the aeon's info.	7. Look at the aeon's info.	7. Look at the aeon's info.
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9. Look at the aeon's info.	9. Look at the aeon's info.	9. Look at the aeon's info.
10. Look at the aeon's info.	10. Look at the aeon's info.	10. Look at the aeon's info.

Have all seven aeons—Valefor, Ifrit, Ixion, Shiva, Bahamut, Yojimbo, and Anima. Also make sure that you've obtained the treasure from each Cloister of Trials—including the one at Zanarkand.

Look at aeon's info.	STATUS	ATTRIBUTES
1. Look at the aeon's info.	1. Look at the aeon's info.	1. Look at the aeon's info.
2. Look at the aeon's info.	2. Look at the aeon's info.	2. Look at the aeon's info.
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Collect all of the required monsters from the Calm Lands and Mt. Gagazet. The set of monsters from the latter group yields the Blossom Crown. To obtain the Flower Scepter, defeat Valefor, Ifrit, Ixion, Shiva, and Bahamut at the Remiem Shrine.



At the Remiem Shrine, enter the Great Hall and defeat each of Belgemine's aeons. Then go to the door on the east wall. Use the Flower Scepter and Blossom Crown to break the seal, and then enter the cave and take your prize.



softball

MY ANTI-DRUG.





The mesmerizing Halo easily ranks as one of the first great Xbox games, and this ProStrategy Guide will steer you through its frenzied combat and intriguing mysteries. *By Air Hendrix*

SPOILER ALERT! Halo has many plot twists and surprises, and reading ahead in this ProStrategy Guide will ruin them all. You've been warned....

The Pillar of Autumn



Whenever you take out one of the larger, blue Covenant (called Elites), grab its plasma rifle—it's one of the game's better weapons. The only downside is that you can't reload it—when its charge runs out, it's junk, so grab a new one whenever the opportunity presents itself.

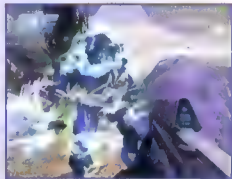


When you encounter Marines engaged in combat, stop and help them out. The survivors usually stay with you, and they often prove really useful later on.



Whenever you hear the beeping that indicates your shields are getting low, retreat and take cover until they recharge. This tactic is utterly crucial in staying healthy throughout the game. An excellent variation on this move is retreating back through sliding doors—the Covenant never follow you, and the closed door blocks their fire.

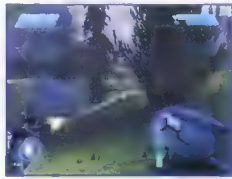
Halo



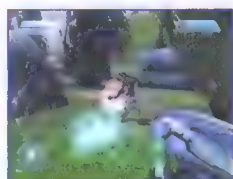
When fighting a pack of Covenant, take out the Elites first—they're deadlier than the Covenant grunts, who you can safely ignore for short intervals.



Proper use of grenades is hugely important in Halo—basically, whenever you're outnumbered, chuck a grenade. As soon as it blows, rush in while the enemy is disoriented and mop up. Also, the Covenant's plasma grenades are better than the human's fragmentation grenades because they'll actually stick to an enemy, which can prove very effective.



When you descend into the area where Marines are fighting Covenant, help out your side until that first wave is handled. Then look to the skies—a series of Covenant dropships will send in reinforcements. Lead the charge until all is clear.



To take out Jackals, the Covenant who carry a hand-held shield, fire a short burst to get them to duck behind their shield. Then flank them—circle to one side while they're crouching and take them out. When the battle's over, locate the Warthog (a.k.a. a jeep) that a Marine dropship unloaded for you and drive it into the gray cave at one end of the valley.



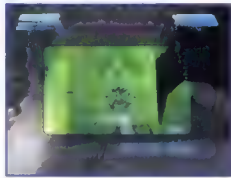
After a tricky drive through the cave, you'll reach this area, which you can't pass through without getting out of the Warthog. With your back to the entrance of this area, look to your right. You'll find a passage leading up. Take out the enemy lurking there and continue down the passage until you locate the switch that activates the light bridge.



As you emerge from the cave, the locations to the three groups of survivors are marked by blue lights. If you get lost, though, Cortana will eventually give you a waypoint. Rescuing the survivors is sheerly a matter

of combat, so charge in and clean out the Covenant. Stay in your Warthog as much as possible—its mounted gun is very powerful. Running over enemies is also a fine tactic.

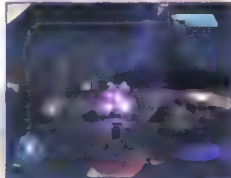
The Truth and Reconciliation



As the level opens, run forward and to the right. Take cover along the ridge and begin sniping. You'll remain undetected longer if you take out lone Covenant first. Be sure to get the ones in the turrets, too. When you're discovered, join the Marines in mopping up.



When the Marines tell you they'll hang back, move ahead on the left and get a position on the high ground that lets you fire on the whole valley.



Often, it's a good idea to climb into a Covenant turret and use its sizable firepower to take out the enemy. When the valley is clear, battle forward and handle the waves of attacks at the gravity lift.



The last assault at the lift is two Hunters—your first encounter with these huge, deadly Covenant. Since they're slow but pack a brutal punch, keep your distance and backpedal if they approach—in close, they can kill you with one swipe. Use your most powerful weapon and, from a distance, fire cautiously but steadily. Also, watch out for their powerful green plasma bursts, which you can easily sidestep.

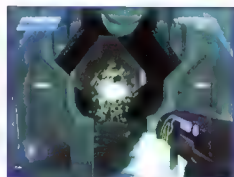


Once you've ridden the gravity lift into the Covenant ship, you'll face a Covenant in camouflage for the first time. They're invisible like in the movie *Predator*, and they can kill you before you even see them. Their large, blue sword, the occasional shimmer of their camouflage, and their telltale, dog-like grunts give them away, though. You can also spray bullets around randomly—weapons fire disrupts their camo.

The Silent Cartographer



When the beach is secure, get in the Warthog and head straight in the direction it's already pointed. The map room is just a short jaunt ahead in the structure pictured above.



No matter what you do, you can't prevent the map room door from being locked, so return to the Warthog and continue down the beach in the same direction.



Just ahead next to a wrecked Warthog, you'll find a path to the interior of the island. Leave the Warthog behind and head up the path to find the security override, then return to the map room and fight your way down to the Silent Cartographer.

Assault on the Control Room



As you emerge outdoors into the snow, take out the turret on your left, then climb into it and use it to take out the turret across the field.



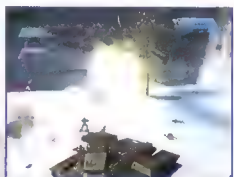
Grab the rocket launcher next to the wrecked Warthog and use it to take out the Covenant hovercraft, which are called Ghosts.



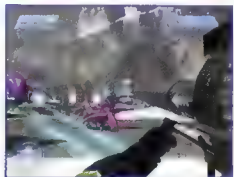
There's also an unused Ghost laying around—climb in. It's a fine way to get around quickly and unleash some serious firepower.



You'll have to handle the deadly Covenant tank before you can proceed, though. Taking it out requires two rounds from a rocket launcher. When all is clear, ride the Ghost to the next area.



Immediately climb into the human tank, called a Scorpion, and lay waste to the area, including the Ghosts and the Hunters. Stay in the Scorpion as long as possible as you move ahead.



When you're forced out of the Scorpion by the gate-like barrier, you'll ascend up to an area littered with turrets, two Ghosts, and a Banshee. Immediately head to the left and take out the turret. Next, get out the rocket launcher to dispose of the three aircraft. Afterwards, head inside and fight forward until you arrive at the base of the pyramid.



Take out the two Hunters, capture a Ghost or a Banshee, and ride it up to the top of the pyramid. Just inside the pyramid is the control room, but you'll encounter some sizable resistance before reaching the level's end.

343 Guilty Spark

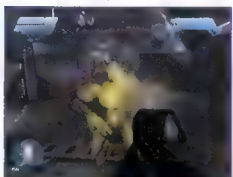
While this swamp feels like a huge, wide-open area, it's actually fairly linear. Locate the downed Marine dropship, gather supplies, and head out in search of the mysterious structure.



The structure you're looking for is pictured above. Inside, it's standard combat as you progress forward by locating the doors with green lights.



Immediately after the cut-scene of the now-dead Marine, expect an attack by swarms of these new aliens, the Flood. The best weapon to handle these little critters is the machine gun—fire short bursts because they explode when they die and will take out others nearby.

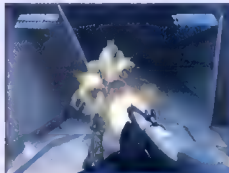


The next type of Flood will be these larger creatures, who move quickly, have incredible jumping ability, and like to charge in close to attack with a powerful punch. Retreat to maintain a healthy separation, and as with Resident Evil's zombies, expect them to





"play dead" after their first attack and then spring back to life for a second and final attempt. After you handle that first wave, your objective changes to just escaping from the structure, so battle your way back out. Along the way, you'll get your first chance at picking up a shotgun. Grab it immediately—hands down, it's Halo's best weapon.



The shotgun packs enormous stopping power and can put down even the big Flood—permanently—with one shot. When fighting the Flood, it pairs nicely with the machine gun, which should be used to mop up the little Flood after shotgunning the big ones. As you make your way to the structure's exit, you'll have to solve mini "jumping" puzzles in two places. Look for crates or other objects onto which you can jump that then let you leap to the level above. As you head out from the structure into the swamp, stick with your Marines and look for the tower with red lights, where your encounter with 343 Guilty Spark will end the level.

The Library



You'll run into a new type of Flood (pictured above) in this level. This large, lumpy alien explodes violently after taking little damage, so keep your distance or it will kill you as surely as a grenade. You can also use that explosion to your advantage, timing the blast to take out other Flood nearby. Finally, these lumpy Flood release a small pack of little Flood when they explode.

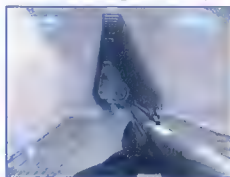


In heated battles against large contingents of Flood, it's best to ignore the little Flood and concentrate on the larger ones—as long as your shields aren't depleted, that is. The damage done by the little ones takes a while to accumulate, and the larger Flood are much more deadly.

Two Betrayals



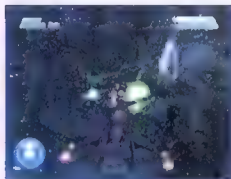
When this level begins, you're being pounded by the Sentinels. Immediately switch to your shotgun and run forward—there's a transparent barrier that you can take cover behind. When your shields are recharged, head into the open and take on the Sentinels—a shotgun blast or two will do the job. The trick when fighting Sentinels is to never stand still, or their lasers will get a lock on you.



When Cortana tells you to hijack a Banshee near the bottom of the pyramid, don't head all the way down into the snow just yet. Continue along that same level through the short tunnel and grab the rocket launcher.



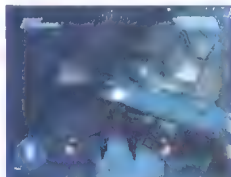
Use rockets to take out the tank, clear out the remaining Covenant, and snag that Banshee.



As you fly toward the waypoint, use the Banshee's firepower to clear out the landing area, then touch down and head inside to the first power generator. To hover with the Banshee, hold $\downarrow$ on the left analog joystick, and you can snipe freely.



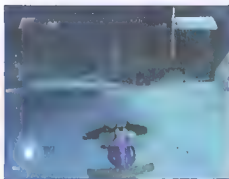
After you step inside the pulse generator's beam, which trashes it and depletes your shields, you'll be swarmed by Sentinels. The safest move is to immediately run to the side of the room that's opposite the door and take cover until your shields recharge. You can then either fight the Sentinels or just leave them behind and head out to your Banshee.



Fly the Banshee down to the lower bridge, use its weapons to wipe the bridge clean, and battle through the interior to Canyon B. It's a somewhat long but standard fight.



When you arrive at Canyon B, you'll have several Covenant vehicles to take out. First target the Ghost, then the Banshee, and lastly the tank.



When all is quiet, ride the spare Ghost ahead a ways until you reach the scene pictured above. To your right are two Hunters and to your left is a tank and some Elites.



First, though, dismount and deal with the Banshee overhead. Then mop up the area using your Ghost's lasers and your rocket launcher. If you run out of ammo early on, you can always climb into one of the Banshees and use its weaponry.

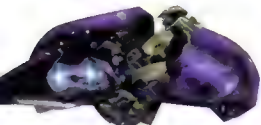


When all is clear, take a Banshee up to the waypoint that marks the second pulse generator. Right nearby, you'll find a Covenant "airport." Depending on your mood, health, and ammo, you can either wipe the Covenant out or just ignore them, land the Banshee, and head inside for the pulse generator.



At the pulse generator, you'll find Sentinels battling the Flood. Hang back, let one side win, then clear out the rest. Step inside the pulse generator's beam to trash it and be prepared for the Flood to jump you while you're vulnerable.





Fly your Banshee down from the generator and into the tunnel toward Cortana's waypoint. Use its weaponry to clear out the enemies in the tunnel and fly it forward until you're forced to ditch it. Soldier on until you reach Canyon A.



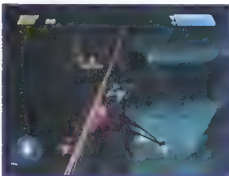
Once you're there, grab one of the Ghosts and ride forward. You'll have to deal with one small skirmish between the Flood and Covenant.



Just beyond that, you'll arrive on the scene of the biggest battle you've seen yet. You're simply too outnumbered here to actually win the fight, so creep along the right-hand wall instead and do your best to avoid drawing attention to yourself.



Your goal is one of the Banshees. Slip into it and take off—fast—before the Covenant wise up. When you're airborne, head for the waypoint.



The landing area is fiercely guarded by some Sentinels, which are actually really good at taking out Banshees, so your best move is to practically crash-land the Banshee and run inside before you're blown out of the sky. The third pulse generator is guarded by more Sentinels, and once you've cleared them out and trashed the generator, the level is over.

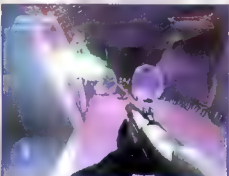
Keyes



Make your way forward until Cortana tells you to turn back from the big, yawning gap that you can't jump across. But for the only time in the game, ignore her advice and save yourself an ass-whupping—just jump into the gap. Your fall will be cushioned by the ship's leaking coolant, and besides, it's the only way forward



On the ground, you'll be involved in standard combat until you arrive at the lift. Don't worry about taking out every single enemy—clear a path so that you can stand inside its beam and you'll be transported up in short order.



After the scene with the Captain, you'll start encountering Covenant rocket launchers—just strafe to dodge their slow but deadly green

plasma bursts. The launchers blow up like a grenade after you kill their carrier, though, so be careful.

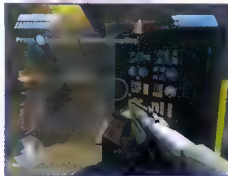
The Maw



When you start seeing markers on the floor for the Armory, make sure to step off the path to Engineering and locate this huge weapons cache.



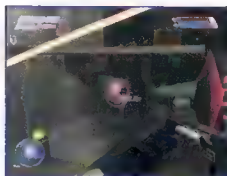
In Engineering, the resistance from both the Flood and Sentinels is fierce and relentless, so stick to the corners and shadows. Try to avoid calling attention to yourself, but naturally, fight back when attacked. There are a lot of health packs on both sides of the first floor, by the way.



Make your way to any of the waypoints on the third floor by heading to the far right of the main room and following the clearly labeled doors. Rush to any of the waypoints and tap X to retract the exhaust couplings on the reactor. Stay alert up there, too—you will have to handle plenty of attacks.



Once you retract one of the couplings, you'll suddenly have just one waypoint—that's the vent core that you just opened, and you need to destroy it with a rocket or grenade.



Drop off of the third-floor catwalk and onto the struts that run across the room, and you'll get a good angle on the vent. Aim for the glow inside the vent. Once the vent is blown, the safest move is to jump off the strut onto the second floor and hide until your shields recharge. Then repeat this process three more times to ignite the process of blowing up the Pillar.



Once all the vents are toast, you're heading for an elevator on the top right of the third floor—it's through a series of doors, and a pack of Covenant is waiting for you inside.



At the top of the lift, you'll have six minutes to escape. Grab a Warthog and take off for the waypoint.



Don't worry about fighting—just drive like a maniac: it's a wild ride. Cortana will correct you if you take a wrong turn, and the tunnels and jumps are the fastest way. Be sure to sit through the credits for a tantalizing hint about the sequel! 

CODE VAULT

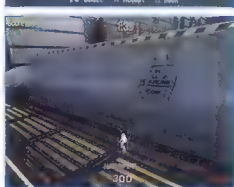
Submit your better Code Tech Mail. Each month, the reader who's winning up receives a product from Capcom, which features such high-quality games as *Mega Man Legends 2* for the PlayStation 2. Winners up receive a beautiful T-shirt.

READER
OF THE
MONTH



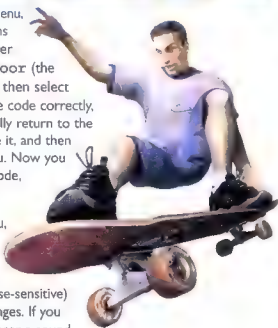
TONY HAWK'S PRO SKATER 3

Unlock Cheat Menu, View All Movies, and More



Unlock Cheat Menu: At the Main Menu, choose Options, and at the Options Menu, choose Cheats. At the Enter Cheat Code screen, enter **backdoor** (the word is case-sensitive) as a code, then select Accept Changes. If you entered the code correctly, you'll hear a sound and automatically return to the Options menu. Start a game, pause it, and then select Cheats from the pause menu. Now you can activate cheats such as Tiny Mode, Moon Physics, and First Person.

View All Movies: At the Main Menu, choose Options, and at the Options menu, choose Cheats. At the Enter Cheat Code screen, enter **peepshow** (the word is case-sensitive) as a code, then select Accept Changes. If you entered the code correctly, you'll hear a sound and automatically return to the Options menu. Select Movies, and all movies are now available.



WIN!



Unlock Secret Skaters: At the Main Menu, select Create-A-Skater. At the Creation Options screen, select Create New, and then enter any of the following names to unlock these hidden skaters. If you entered the code correctly, the unlocked skater will appear when you select Accept Changes.

Note: "A" designates a blank space

062287	Edwin_Fong	Noel_Hines
80s_Mark	Frogman	Nolan_Nelson
Aaron_Skillman	Gary_Jesdanun	Paul_Robinson
Alan_Flores	Gorilla	Pete_Day
Andrew_Rausch	Grass_Patch	Pimpin_Frank
Andy_Nelson	Henry_Ji	Rachael_Day
Braineaters	Hi_Ben	Ralph_D'Amato
Brian_Jennings	James_Rausch	Rastapopolous
Chad_Findley	Jason_Uyeda	Riley_Hawk
Chris_Glenn	Joel_Jewett	Ryan_McMahon
Chris_Rausch	Johnny_Ow	Sandy_Jewett
Chris_Ward	Kage	Scott_Pease
Connor_Jewett	Kevin_Mulhall	Skillzilla
Crashcart	Lisa_Davies	Spencer_Hawk
Darren_Thorne	Matthew_Day	Stacey_D
Dave_Cowling	Mick_West	Steve_Ganem
Dave_Stohl	Mike_Ward	Steven_Rausch
DDT	Mini_Joel	Trey_Smith
Eastside	Nicole_Willick	William_Pease

Jesse Borisch—Rockford, MI

GRAND THEFT AUTO III



All Weapons, Extra Money, and More



During a game, enter the following codes to unlock these cheats. If you entered it correctly, you'll hear a sound and the name of the cheat will appear onscreen.

All Weapons: Press R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up.

Alternate Costumes: Press Right, Down, Left, Up, L1, L2, Up, Left, Down, Right.

Gear Weather: Press L1, L2, R1, R2, R2, R1, L2, ...

Cloudy Weather: Press L1, L2, R1, R2, R2, R1, L2, ...

Crazy Pedestrians: Press R2, R1, Δ, ×, L2, L1, Up, Down.

Destroy All Cars: Press L2, R2, L1, R1, L2, R2, Δ, □, □, Δ, L2, L1

Extra Money: Press R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up.

Fog: Press L1, L2, R1, R2, R2, R1, L2, ×.

Full Armor: Press R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up.

Full Health: Press R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up.

Higher Wanted Level: Press R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.

Improved Car Handling: Press R1, L1, R2, L1, Left, R1, R1, Δ.

Note: To activate the Improved Car Handling cheat, press R3 or L3 to jump while driving.

Lower Wanted Level: Press R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Pedestrians Attack: Press Down, Up, Left, Up, ×, R1, R2, L1, L2

Pedestrians Fight Each Other: Press Right, R2, □, R1, L2, Down, L1, R1.

Pedestrians Riot: Press Down, Up, Left, Up, ×, R1, R2, L2, L1.

Rain: Press L1, L2, R1, R2, R2, R1, L2, □.

Speed Up Time: Press Up, □, □, □, □, □, □, □, □, L1, Δ, □, □, Δ.

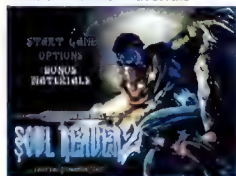
Tank: Press □, □, □, □, □, □, R1, L2, L1, Δ, □, Δ.

John Zieba—Ontario, Canada

SOUL REAVER 2



Unlock Bonus Materials

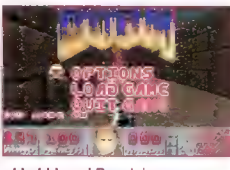
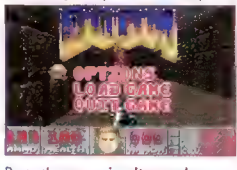


At the main menu, press Left, Δ, Right, Δ, Down, □, ×. If you entered the code correctly, a new option—Bonus Materials Unlocked—will appear.

DOOM



All Weapons, God Mode, and More



Pause the game, simultaneously press and hold L and R, and then enter any of the following codes to unlock these cheats. If you entered the code correctly, you will hear a gunshot and the name of the cheat will appear.

All Weapons: Press A, B, B, A, A, A, A, A.

Berserk Mode: Press B, A, B, A, A, A, A, A.

Computer Map: Press B, A, A, A, A, A, A, A.

God Mode: Press A, A, B, A, A, A, A, A.

Invulnerability: Press B, B, B, A, A, A, A, A.

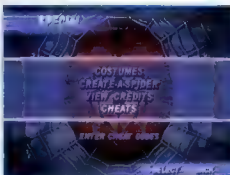
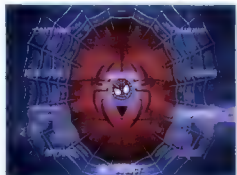
Level Warp to Tower of Babel: Press A, B, A, A, B, B, A, A.

Radiation Suit: Press B, B, A, A, A, A, A, A.

SPIDER-MAN 2 ENTER: ELECTRO



All Costumes, Unlock Everything, and More



At the main menu, select Special. At the Special screen, choose Cheats, and then enter any of the following codes to unlock these cheats. If you entered the code correctly, Stan Lee will vehemently scream, "Excelsior!" like a raving maniac, the screen will shake, and the name of the cheat will appear.

All Costumes: WASHMCHN

Big Head Mode: ALIEN

Big Feet Mode: STACEYD

Debug Mode: DRILHERE

Level Select: NONJYMT

Programmer High Scores: VVHISCRS

Unlock All Training Challenges: CEREBRA

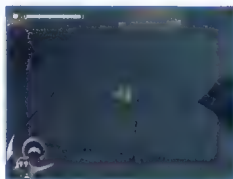
Unlock Everything: AUNT MAY

Unlock Gallery: DRKROOM

What If Mode: VVVISIONS

BATMAN VENGEANCE

Infinite Batarangs



At the main menu, select Options. At the options menu, press **L1, R1, L2, R2**. If you entered the code correctly, you'll hear a sound. When you start a new game, you should have unlimited Batarangs.

SPIDER-MAN: MYSTERIO'S MENACE

Unlock Everything



At the main menu, select Password. At the Password screen, enter **JVB31**—as a password. If you entered the password correctly, you'll automatically go to the map screen and all levels, items, and upgrades will be available.

Ray Montoni—Lyndhurst, N.J.

GUILTY GEAR X

Unlock Dizzy and Testament



At the title screen, press **Down, Right, Right, Up, Start**. Start a game and, if you entered the code correctly, Dizzy and Testament will be available at the Please Select a Character screen.



NASCAR THUNDER

Unlock Bonus Cars



At the Driver Select screen, choose Create-a-Car. At the Create-a-Car screen, select Driver. Enter any of the following first and last names to unlock the corresponding car. Return to the Driver Select screen and, if you entered the name correctly, the unlocked car will be available.

First Name	Last Name	First Name	Last Name
Audrey	Clark	Josh	Neelon
Benny	Parsons	Katrina	Goode
Buster	Auton	Ken	Patterson
Cheryl	King	Kristi	Jones
Chuck	Spicer	Mandy	Misiak
Crissy	Hillsworth	Michelle	Emser
Darryl	Wolfe	Rick	Edwards
Dave	Alpern	Rick	Humphrey
Dave	Nichols	Sasha	Soares
Diane	Grubb	Scott	Brewer
Dick	Paysor	Tom	Renado
Jim	Hannigan	Traci	Hultzapple
Joey	Joulwan	Troi	Hayes

DAVE MIRRA FREESTYLE BMX 2

Unlock All Themes in Park Editor



At the Main Menu, press **Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, □**. If you entered the code correctly, you will hear a sound. Select Park Editor, and all themes will be available.

FINAL FANTASY: THE SPIRITS WITHIN

Hidden Aki Images, Kelly's Thriller Music Video, and More



Hidden Aki Images: On Disc One, enter Special Features and then go into DVD-ROM Content. At the DVD-ROM Content menu, **press Up, Up**. If you entered the code correctly, a symbol will appear onscreen. **Press X** and you can view images of Aki

Hidden Storyboards: On Disc Two, highlight "Highlights Menu" and then **press Right, Down**. If you entered the code correctly, a symbol will appear underneath the Highlights Menu bar. **Press X** and you can view the storyboards from a scene in the movie

Hidden Storyboards: On Disc Two, at the first page of the Highlights Menu, enter Vehicle Scale Comparisons. At the following menu, highlight the symbol in the lower-left corner and then **press Right, Right**. If you entered the code correctly, a new symbol will appear at the lower-left corner of the screen. **Press X** and you can view several CG models

Hidden Storyboards: On Disc Two, at the first page of the Highlights Menu, enter Character Files. At the Character Files menu, highlight the symbol in the lower-left corner of the screen, and then **press Right, Left**. If you entered the code correctly, a new symbol will appear in the lower-right corner of the screen. **Press X** and you can view storyboards from the movie

Hidden Storyboards: On Disc Two, at the second page of the Highlights Menu, enter DVD-ROM Content. At the DVD-ROM Content menu, highlight the symbol in the lower left corner, and then **press Up, Right**. If you entered the code correctly, a symbol will appear onscreen. **Press X** and you can view storyboards from the movie

Hidden Aki Models: On Disc Two, at the main menu, highlight "Play Documentary," and then **press Left, Up**. If you entered the code correctly, a symbol will appear onscreen. **Press X** and you can view some models of the main character in the movie. Aki



Kelly's Thriller Music Video: On Disc Two, at the second page of the Highlights Menu, highlight the small square image in the lower-right corner and then **press X**. If you entered the code correctly, a hidden music video will begin

CITIZEN KANE

Hidden Interviews



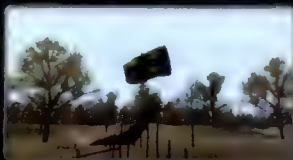
Interview With Robert Wise: On disc 1, at the Special Features menu, enter Production Notes, and then go into On the Set. Cycle through the stills until you reach the News on the March page—when you do, **press Up** and the sled in the right corner turns yellow. **Press X** and you can watch an interview with the movie's editor, Robert Wise



Interview With Ruth Warrick: On disc 1, at the main menu, enter the Special Features. At the Special Features menu, **press Right** and the sled in the middle of the screen turns red. **Press X** and you can see an interview with Ruth Warrick, who starred in the movie.

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— OPM

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RP

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ATARI



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F-14 TOMCAT

Mission Passwords



At the main menu, select Enter Password. At the Enter Password screen, enter the following passwords to unlock the corresponding level. If you entered the code correctly, you'll automatically start that level.

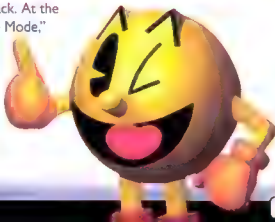
Mission 2:	DGHJKLFF
Mission 3:	GSDFBFPT
Mission 4:	RRHCFDVM
Mission 5:	BPSXDFNF
Mission 6:	LDGSDTQ
Mission 7:	PKSBSZJN
Mission 8:	DKXZGZQK
Mission 9:	GKQBGHCT
Mission 10:	DTHRHPFJ
Mission 11:	WZPKJYZX
Mission 12:	JDZPLKFV
Mission 13:	SPNGDRRG
Mission 14:	SFGFJHDH
Mission 15:	LPFHPRFZ
Mission 16:	TDKZXSHX
Mission 17:	DGBVKMB
Mission 19:	VBMQRWTF
Mission 20:	LKFDSPB

PAC-MAN COLLECTION

Appendix Mode

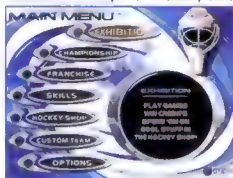


At the main menu, select Pac-Attack. At the Pac-Attack menu, highlight "Puzzle Mode," press and hold Right, and then press A. If done correctly, the word Appendix will appear on-screen. Start a game to play the Appendix mode of Pac-Attack.



NHL HITZ 20-02

Infinite Turbo, No Crowd, and More



Start a game and, at the match-up screen, enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear.

Big Head Player: Press □, □, Right

Big Head Team: Press □, □, △, △, Left

Big Hits: Press □, □, △, △, △, △, △, △, △, Down

Big Puck: Press □, △, △, △, Up

Bulldozer Puck: Press □, □, △, △, Left

Domino Effect: Press △, △, △, Right

First to Seven Wins: Press □, □, △, △, △, △, △, △, Left

Hitz Time: Press □, □, △, △, Right

Huge Head Player: Press □, □, Right

Huge Head Team: Press □, □, △, △, △, Left

Huge Puck: Press □, □, △, △, △, Up

Ignore Last Code: Press △, Down

Infinite Turbo: Press □, □, □, △, △, △, △, Right

Input More Codes: Press □, □, △, △, △, △, △, △, △, Right

Late Hits: Press □, □, △, △, △, Down

No Crowd: Press □, □, △, Right

No Fake Shots: Press □, □, □, △, △, △, △, △, △, Down

No One-Timers: Press □, □, △, △, △, △, Left

No Puck Out of Play: Press □, △, △, Down

Pinball Boards: Press □, □, □, △, △, △, △, △, Right

Rain: Press □, △, △, △, △, △, Left

Show Hot Spot: Press □, △, Up

Show Shot Speed: Press □, △, Up

Snow: Press □, △, △, △, Left

Tennis Ball: Press □, △, △, △, △, △, Down

Turbo Boost: Press △, △, △, Up

Win Fights for Goals: Press □, □, △, △, Left

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NFL BLITZ 20-02

Ogre Field, Snow Field, and More



Start a game and, at the match-up screen, enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the three icons will be replaced by NFL symbols.

Ogre Field: Press L, B, B, B, A, A, R.

Random Fumbles Eliminated: Press L, L, L, B, B, A, R.

Shadow Players: Press L, L, L, B, A, A, A, R.

Snow Field: Press L, L, B, B, A, A, A, A, R.

THE SIMPSONS WRESTLING

Infinite Health, Mirror Matches, and More



At the title screen, enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, you will hear a bell and the name of the cheat will appear.

Credits Gags: Press O, LI, O, LI, O, RI, O, RI.

Flat Land: Press O, LI, LI, LI, Left, Right.

Game Completion Date: Press □, O, LI, RI.

Infinite Energy: Press O, RI, RI, RI, Down, Up.

Infinite Health: Press O, RI, RI, RI, Right, Left.

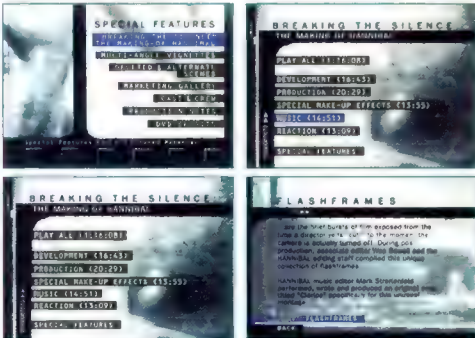
Mirror Matches: Press Up, Up, Down, Down, Left, Right, Left, Right, O, L2, O, R2, O, LI, O, RI.

Multi-Rope Attack: Press O, RI, RI, RI, Up, Down.



HANNIBAL

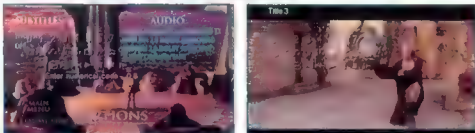
Hidden Music Video



On Disc 2: Special Features, enter "Breaking the Silence" the Making-of Hannibal. At the following menu, highlight "Music" and then press Left so the arrows to the left turn blue. Press X and you are taken to a hidden music video with outtakes of the movie.

STAR WARS EPISODE I: THE PHANTOM MENACE

Hidden Bloopers and Documentaries



Hidden Bloopers: On Disc 1, at the main menu, enter the Options. At the Options menu, press Select and then input the following: Highlight "I" and then press X, X. Wait for a pause, highlight "0" and then press X, and highlight "3" and then press X. Wait for a pause, highlight "0" and then press X, and highlight "8" and then press X. If you entered the code correctly, you'll automatically go to a collection of bloopers from the movie.



Hidden Complete Podrace Grid Sequence Documentary: On Disc 2, at the main menu, enter the Deleted Scenes Only menu. At the chapter titled Complete Podrace Grid Sequence of the Deleted Scenes menu, highlight "Doc Menu" and then press Right. If you entered the code correctly, a small yellow rectangle will appear. With the yellow rectangle present, press X to watch a hidden documentary.

Hidden Extended Podrace Lap Two Documentary: On Disc Two, enter the Deleted Scenes Only menu. At the chapter titled Extended Podrace Lap Two Documentary, highlight "Doc Menu" and then press Right. If you entered the code correctly, a small yellow rectangle will appear. With the yellow rectangle present, press X to watch a hidden documentary.

Wanna make the grade?

Jonathan Smith
History

8/8

American History

In what year did the United States enter World War I?

- ☒ A: 1917
- ☐ B: 1918
- ☐ C: 1919

Sacco and Vanzetti were

- ☐ A: Migrant workers
- ☐ B: Socialists
- ☒ C: Anarchists

The novel, *The Jungle*, was written by which socially conscious American novelist?

- ☐ A: Ernest Hemingway
- ☐ B: Sinclair Lewis
- ☒ C: Upton Sinclair

The stock market crash that ignited the Great Depression occurred in what year?

1929

Which of the following Presidents declared "We have nothing to fear but fear itself."

- ☐ A: Dwight Eisenhower
- ☒ B: Franklin Roosevelt
- ☐ C: Woodrow Wilson

How many times was Franklin Roosevelt elected President?

4 times

Who did John F. Kennedy run against in the 1960 presidential election?

- ☐ A: Barry Goldwater
- ☐ B: George McGovern
- ☒ C: Richard Nixon

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PlayStation.2



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